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#73 FEB 1999

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WHAT'S ON THE  
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DISC?  
FULL DETAILS PAGE 142



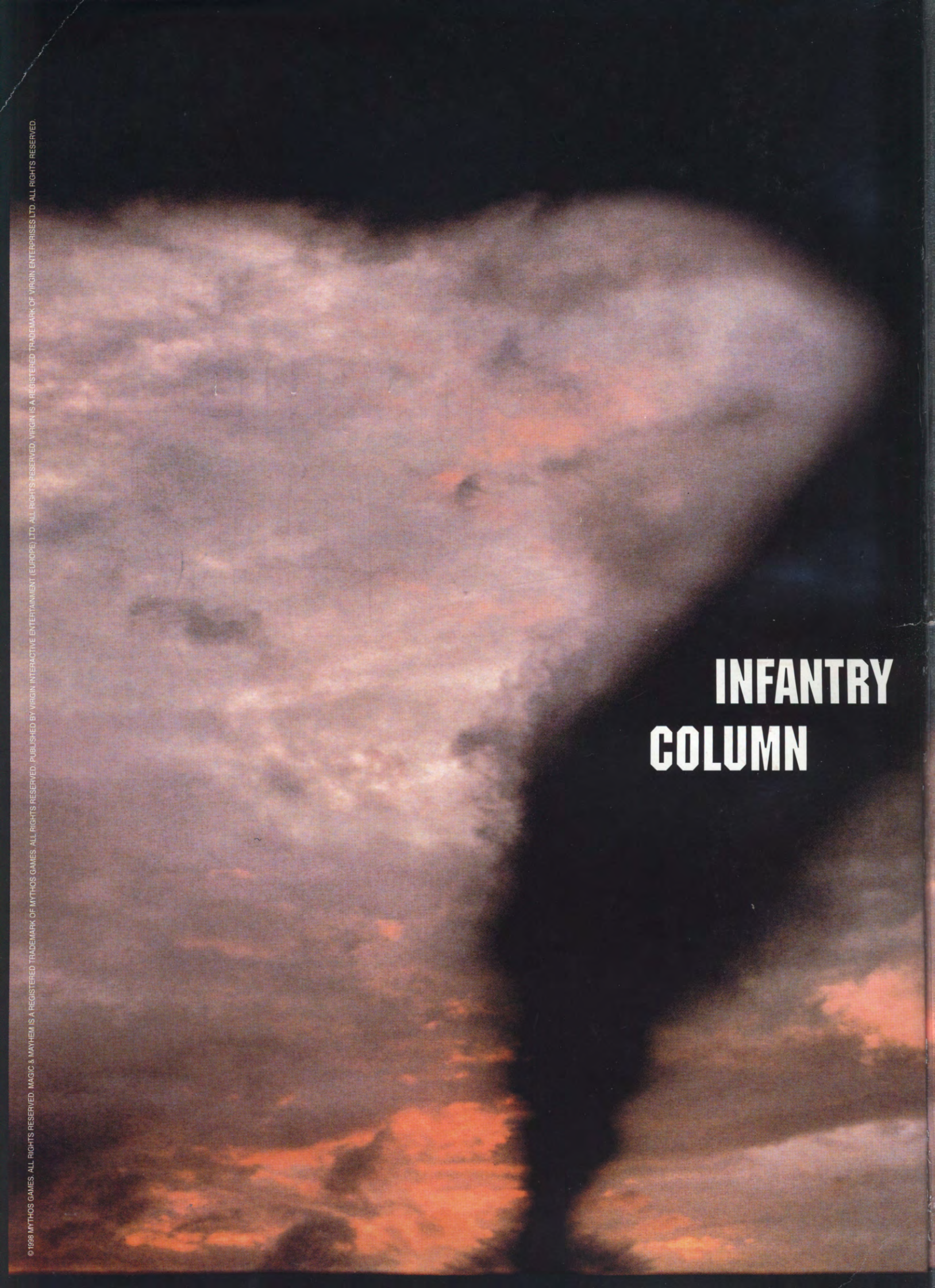
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IF YOUR COVERMOUNT IS MISSING PLEASE CONSULT YOUR NEWSAGENT

○ TINY COMPO: In what year was the first Championship Manager game released? First out of the hat wins a mystery prize - full details on page 5...

**PLUS!** ALIENS VS PREDATOR • HOMEWORLD • RALLY CHAMP 99 • LANDS OF LORE III  
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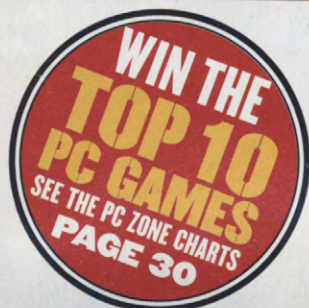




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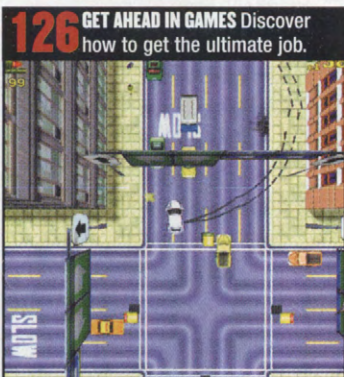
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**“As life-sappingly addictive as ever. I'll never look at CM97/98 again”**

# Championship MANAGER 3



**COVER STORY 66-71** **CHAMPIONSHIP MANAGER 3** One of the most addictive games of all time is back for a third bash at stealing whatever spare time you might have on your hands.

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☛ Sega's Dreamcast takes Japan by storm.



**WIN! THE COMPO NO ONE FINDS** Correctly answer this month's cover question and you could win some PC goodies. Send your entry on a postcard addressed to: **The Compo No One Finds (73), PC ZONE, 19 Bolsover Street, London W1P 7PL.** The first entry with the correct answer plucked out of the hat wins a mystery prize. The Ed's decision is final. Closing date: Wednesday 10 February. The winner of our January cover compo was Paul Knowles from Kidderminster, who correctly stated that the full name of the jet in *Falcon 4.0* is the Falcon F-16C Block 50/52. Paul wins a copy of DID's excellent *WarGasm*. Lucky sod.



# HALF-LIFE RUINS LIVES

There are very few games that register in the minds of the PC ZONE hacks as profoundly as *Half-Life* has done. A few boxed copies of the game came into the office a couple of weeks ago, and everyone, without exception, absolutely insisted that they had to have a copy for a variety of amusing yet unconvincing reasons. Richie almost cried when he realised he missed out on the first batch of *Half-Life* samples to be delivered. Unfortunately, he's since been able to get his hands on a copy of his own. I say unfortunately because trying to get his attention for longer than five seconds is now a nightmare. Mallo, for his part, spends his whole time trying to rally people round our networked PCs for a *Half-Life* deathmatch session. "Yes, it is even better than *Quake II* deathmatch," he announced the other day.

Which gives us a bit of a problem. With *Half-Life* having set totally new standards for 3D shoot 'em ups, any new title in this genre has a lot to prove. The next wave of 3D shooters is currently due to arrive in the next few months in the shape of *Aliens Vs Predator*, *Requiem*, *Kinpin*, *Team Fortress 2* and, of course, the highly anticipated *Duke Nukem 4Ever*. It occurs to me that in the light of *Half-Life*'s runaway success, the developers of these games may well take a long look at their own titles and decide they need to start again, literally, which means we may not see any of these games for quite some time. The good news is while we're all waiting for the next big 'thing' in 3D action games, tons of *Half-Life* levels will be appearing on the Internet and given that *Half-Life* uses a variation on the *Quake* engine, we're bound to see plenty of *Half-Life* Total

Conversions too. The prospect of playing lots of new games based on the *Half-Life* graphics engine is indeed very appealing, and of course most of these will be available for free (apart from the nominal cost of downloading them from the Internet, obviously). It's perhaps interesting to note that, despite *Half-Life* fever sweeping the Internet, the game has dropped to number 3 in the national chart (see page 30). We put this down to an appalling marketing campaign from Sierra, and fully expect the title to go straight back to Number One when the gaming masses get their hands on a playable *Half-Life* demo. While we're on the subject, look out for a hands-on supertest of all the best 3D shoot 'em ups in the March issue of PC ZONE, on sale Friday 12 February.

All the best, and enjoy the issue.

Chris Anderson, Editor

## MEET THE ZONE TEAM

All PC ZONE's reviewers are experts in their field. We like to give every game that comes in for review the best chance, which is why we give it to a reviewer who's a fan of the genre



### Chris Anderson

**Quake is dead, long live Half-Life?** *Quake II*'s single-player game is so weak that I'm surprised it's taken this long for someone to produce something better. *Half-Life* is a title of such superior quality it can proudly hold its head high as leader of its genre. **What will be better than Half-Life?** *Duke Nukem 4Ever*, definitely.



### Paul Mallinson

**Quake is dead, long live Half-Life?** Not necessarily. *Quake II* is too well-established for that to be the case. There's nothing to stop them living together in harmony. **What will be better than Half-Life?** Possibly *Team Fortress 2* and *Quake III Arena*. Only time (and hundreds of hours of playtesting) will tell.



### Richie Shoemaker

**Quake is dead, long live Half-Life?** Apart from in multiplayer, *Quake II* died a year ago. **What will be better than Half-Life?** *Team Fortress 2*. *Aliens Vs Predator* is going to be scarier.



### Jeremy Wells

**Quake is dead, long live Half-Life?** It was bound to happen sooner or later. **What will be better than Half-Life?** Playing *Championship Manager 3* on a laptop on a beach in Tenerife with a bottle of vodka on Christmas day. *Daiikatana* is going to have to be very special.



### Steve Hill

**Quake is dead, long live Half-Life?** Yes. **What will be better than Half-Life?** Real life.



### Charlie Brooker

**Quake is dead, long live Half-Life?** *Quake* will never die, it's a videogame for christ's sake, how are you going to kill it? Yes, long live *Half-Life*, it's very good, and that.

**What will be better than Half-Life?** *Duke Nukem 4Ever* will kick ass big time. We know it will because the PR bloke from GT said so, and PR people never lie.



### Paul Presley

**Quake is dead, long live Half-Life?** It would be easy to make rash assumptions when considering the intellectual rationales given for such statements, but the larger issue here is one of... (continued on page 206). **What will be better than Half-Life?** With the global situation becoming ever more unstable it would be folly to glibly predict such... (continued on page 206).



### Keith Pullin

**Quake is dead, long live Half-Life?** Without a doubt. *Half-Life* is the game everyone should be playing at the moment. **What will be better than Half-Life?** *Duke 4Ever* possibly. If it has the same real-world environments as *Duke Nukem 3D* and gameplay to match I don't see how it can possibly fail.



### Adam Phillips

**Quake is dead, long live Half-Life?** I... erm... haven't actually played it properly yet... I'll get me coat - could someone call me a cab? **What will be better than Half-Life?** *Perfect Dark* on the Ninten... (You're so fugging fired - Ed).



### David McCandless

**Quake is dead, long live Half-Life?** There's no discussion. **What will be better than Half-Life?** *Real Doll II* (www.realdoll.com).



### Warren Christmas

**Quake is dead, long live Half-Life?** Er, was it ever alive? My mate Steve Hawking says it's a question of perception versus actuality and that it... Oh, whatever. Yes, *Half-Life* 'rules'. **What will be better than Half-Life?** Brighton getting promotion, *Championship Manager 3* and *Metal Gear: Solid* (on the PlayStation).



### Phil Wand

**Quake is dead, long live Half-Life?** Never liked *Quake*, too much stone and brown stuff. *Half-Life* is infinitely more accessible. If you fancy a game, point your browser at betelgeuse.usp.net. **What will be better than Half-Life?** *Team Fortress 2* - well, probably.

# PCZONE

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WIN Who comments in this issue that Lara's "nerd" squat position is particularly inspiring? Send the back of a postcard to: I've read the small print PC ZONE (73), 19 Bolsover Street, London, W1P 7HJ. Wednesday 27 January. Winner and prize announced same place next issue. John Rafferty from Bristol the ZONE grab bag of goodies from last month's for guessing that Judith Gibbins is the real voice

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Can you not hear us crying out  
for an end to the bloodshed? Let us set  
the birds and the  
animals of the forest free. All our hearts  
could be liberated in love,  
released to express  
ourselves with mutual respect.

Sod that for a game of soldiers!

WARCASM  
ANYTHING ELSE IS JUST FAKING IT





# MAILBOX

Girls in games, Cryo in strange 'arse' obsession, *Tiberian Sun* gets lost in the Bermuda Triangle and Matthew Farington Smith is exposed as a wanker. How we laughed

★ ANSWERED BY The ZONE Team

## CONTACT INFO

If your letter is selected as 'Letter of the Month' we'll send you some promotional goodies, a game and maybe even some hardware!

WRITE TO Mailbox, PC ZONE, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ

E-MAIL [letters.pczone@dennis.co.uk](mailto:letters.pczone@dennis.co.uk)

CHAT FORUM If you've got something pressing to say, check out the 'lively' chat forum on our website. Point your browser at [www.pczone.co.uk](http://www.pczone.co.uk) for further info.

## PATCHES LUNACY

I had considered mailing you about the crazy situation with games patches, when the *SiN* patch arrived. This near-20Mb monster was a must-get (primarily because it solved the tedious loading times), so I duly downloaded it. After installing the patch, all was well. I continued to enjoy *SiN*, and put the patch situation behind me. Or so I thought.

Then came the *Shogo* patch. Then the *Fallout 2*

patch; we all know about the repeated *Quake II* and *Unreal* patches. Now, as I type this, I am filled with the dread of having to download 36Mb worth of a *Trespasser* patch. Thirty-six megabytes! That would mean in the space of one month I've downloaded over 100Mb of patches, costing nearly a tenner.

It's lunacy. None of these games were finished (okay, so maybe *Quake* and *Unreal* were, but not the others). *SiN* was great, but unplayable due to loading times; *Trespasser's* just shite (I'm seriously considering forgetting the patch and returning it); *Shogo* had some nasty bugs; the list of fixes in the *Fallout* patch is immense;

finished in the first place? And don't even get me started on the 12Mb *Carmageddon II* blood patch.

Daniel Woolstencroft

★ The patch situation has indeed got completely out of hand. It obviously gets worse when publishers are trying to get their games out in time for Christmas, which is why the problem is particularly bad at the moment, but we agree that this practice is completely unacceptable. We are considering a feature in which we talk to major publishers and ask them to define their policy on this type of thing. Any reader feedback on how interested you all are in this would be welcome.

cardless, thinking that they were a waste of hard-earned cash. What a dickhead I was. I am now the proud owner of a Voodoo2 card. It's bloody brilliant, and it didn't cost me all that much - only £80. Why so low? Well, I shopped around and bought a small-name producer's version of the card, but with no games. I don't care if there are other Matthew Farington Smiths out there who think I'm a tosspot, my games look ace!

'AMStrange1'

## LETTER OF THE MONTH

### TURBAN-TASTIC READER!

I would like to raise issue with the Persian gentleman (Raza Poyet) who complained in PCZ #71 about ZONE's alleged prejudice against foreigners. He claims to be proud to be Persian yet, as Chris Anderson rightly pointed out, seemed over-anxious to convince us that Persians don't wear turbans any more. Well, let's clear up one thing straight away: Persia is the old (probably colonial) name for Iran. That's right, land of the Ayatollahs, wearers of the biggest, pumped-up mega-turbans the world has ever seen. And why not? What does our Persian friend want them to wear, baseball caps?

I'm half-Iranian (the other half's Turkish), and I like to have a laugh. Phrases like 'turbantastic fun' and 'unable to decide who had the best turban, they came to blows' should be taken in their context - ie the mag is pretty wacky compared to other publications, and a little bit of good-natured fun is okay by me. If Raza Poyet wants to read something more politically correct, there are other PC games mags. Granted, you'll doze off while reading them, but you pays your money you takes your choice, right?

By the way, how come you can't get a game where you get to kick America's butt? There must be a huge market of frustrated Arabs and the like just itching to pop old Uncle Sam. Hey, they get to do it to us!

Congratulations on the mag - it just gets better and better. Brooker's review of *WarGasm* (PCZ #71) was the best I've ever read, especially his comment that *Wargasm* flushes king-sized flight sim manuals and their ultra-realistic flight models "down a very large toilet". So I'm off to buy *WarGasm*. It's either that or join the Mujahideen and attempt to waste an American gunship with an air rifle. Wearing a large turban. Probably.

Haris Zamin

★ Thanks, Haris, you've just won yourself a deluxe turban with built-in bullshit deflectors. Oh, and some other things too.

GOODIES  
WINNER!

“When PCZ #71 came out I was 3D cardless, thinking they were a waste of time. What a dickhead I was. I'm now the proud owner of a Voodoo 2 card”

AMSTRANGE1

*Rainbow Six* was buggy as hell. Need I go on?

Surely it's only a matter of time before someone sues a gaming company because they've knowingly released an unfinished product into the market (Monolith admitted this with *Blood II*, stating that the patch would be out at the same time the game was in stores).

Deep sigh. Remember to breathe... What is your opinion of the seemingly unstoppable flow of buggy software being released by major publishers? I know we should be grateful for the continued support from the developers, but shouldn't they get the damn thing

## HE'S HAPPY

Matthew Farington Smith - wanker! When your December issue came out I was just like him - 3D

## CD BLUES

Don't you check your CDs to check whether they work? When ZONE popped through my letter box this morning I was straight on to the PC to try out the demos of *Blood* and *Heretic*, but in both cases I came across major problems. In *Blood* I could not move or change weapons; in *Heretic* I never even saw the game running, because as

## CYBERTWAT CRAZY

I visited the PC ZONE website ([www.pczone.co.uk](http://www.pczone.co.uk)) for the first time recently and I just thought I'd mention that the CyberTwats are excellent. I noticed your cartoon in the Christmas issue - how about some more?

Andrew Squires

★ We don't have any new episodes planned for the mag at the moment, but you can always go to Charlie's own website for more CyberTwats-related fun. Point your browser at [www.superkaylo.com](http://www.superkaylo.com).





soon as I pressed a key on the difficulty setting I was rebooted to Windows. Sort it out.

Alexander Hodes

★ Don't you read your CD pages? We're always keen to help anyone with CD problems – simply call our technical support line on 01708 250250 or email us on [pczone@abt-net.demon.co.uk](mailto:pczone@abt-net.demon.co.uk).

## NAPPIES LOOM

CM3 was apparently due for

release in October. As with most 'dog's bollox' games these days, it has slipped. In your Xmas edition (PCZ #71) you said it should hit the shelves in February 1999. I hope you're right. It is clear that you have some clout in the wonderful world of the PC (according to CTW), so please impress upon the fine Collyer brothers, Sports Interactive and Eidos not to let it slip any further.

You see, my wife is expecting to give birth to our

first child early in April. Already the previous incarnations of this game have taken up large chunks of my life, and if the third edition slips closer to April, either my marriage and family or my sanity will be destroyed. I need at least a month to play the game to death before my life is taken over by nappies, godforsaken-hour feeds, and no more sex (damn, I hope the missus doesn't read this!).

Peter Dadswell

★ And what do you know, CM3 is here. Turn to page 66 for our review. At time of writing, the on sale date is set for February.

## OBSESSED

Is it me, or are Cryo obsessed with the arse? One of their recent games had the title 'Ring', which may or may not have been a reference to the arse. Who knows? Secondly, their upcoming game *Reah*, if mispronounced sounds awfully like *Rear*! Another reference to the bottom? I think so. Either Cryo have gone completely gay or they just love their arses. I'm half-tempted to send them an email taking the piss.

Simon Gould

★ You do that, Simon. That'll teach 'em, eh?

## GAMESPY ROCKS. APPARENTLY

I am a *Quake* nut with an average P166 Pentium machine, and I love nothing better than a weekly gun-toting, gut relocating bout of *Quake II* deathmatch. I used to use BT's Wireplay service until I racked up a £70 bill. Since then I've switched to Gamespy, a completely free piece of software (shareware) that does the job just as well if you can find the right server. Unfortunately the services of Wireplay are way too expensive for me, so why can't BT include the service in their normal Internet provider deal? I recently cancelled my BT account in favour of ClaraNet because of BT's slow servers. If Wireplay was included in the deal though, I'd be glad to join up.

Q: What does BT have in common with a Pelican? A: They can both stick their bills up their arses!

Will Thomas, Tenby

## GIRL POWER

The reason why women don't play games such as *Quake* is down to the side of the brain each sex works on. It is proven that men have a better grasp of 3D and better spacial awareness (better at parallel

parking, too). Women see things in a 2D way, yet see more links and relationships within the images. This is why games such as *Tetris* appeal more to them. I only know one female (actual) gamer, and she thinks the graphics in *Quake II* are crap (every bloke I know looks at *Quake II* and says: "Ooh, that's fantastic"), while she thinks the graphics in *The Last Express* are fantastic.

Mark Mailer

First off, my two pence worth on the whole 'women games players' debate. I put together a PC for my mum from a load of bits I had lying around the house (I do upgrades). It was a 386 with Windows and a few Windows games (*Tetris*, *Mah Jong*, *Battleships* etc.). I recently managed to upgrade it to a fast 486 (if that's not a contradiction), so I put *Carmageddon*, *Command & Conquer*, *Magic Carpet 2*, *GTA* and the *Monkey Island* games on it. A nice wide range, I thought, she'll like one of them.

So, having given her a crash course in DOS, I let my mum have a play of them all. Then one night I found her still up at 1am on the PC. "Haha! At last, I've got her hooked on computer games," I thought. Which one was she playing? C&C? God knows it kept me up until all hours when I first got it. Nope, she was playing bloody *Mah Jong*! Thing is though, my ex-girlfriend had a PC, and every time I went round I'd find her playing on it. Playing what? Yep, *Mah Jong*.

So, in summary, women won't play games until we scrap *Mah Jong*. It should carry a health warning on the package.

Brent Phillips

★ For a chat with some girls who already sharpen their knuckles on the hardest games, see our girl gaming feature on page 54.

The girls are gunning for you.

## SHORT BUT SWEET

Keep your letter short and you're more likely to get a reply in PC ZONE

★ I was just wondering whether you had any news concerning the *Resident Evil* film, plus any speculative info on when the lazy types at Capcom are actually going to release *RE2* on the PC.

Eric Draven

George Romero is apparently working on a *Resident Evil* movie, but our guess is that it's still in the planning stages. *RE2* on the PC is due out next month, but it could slip to March.

★ Superbike World Championship was to be published by Virgin, but after ads and demos we've seen nothing! Virgin won't reply to emails. A message on a forum board said EA Sports bought the game, but they won't answer emails either. I think the whole world is plotting to ensure I never get this game.

Chris, Aldershot

EA have indeed 'bought' the game. It's scheduled for release at the beginning of March so expect a full review in our April issue on sale Friday 12 March.

★ I have about three months before I have to choose my A Levels and I like the idea of having a job in the computer games industry. Any chance of doing a feature? I think there is enough to write about, and I'm sure loads of people would appreciate it. Think about it.

Chris Sturgess

We have thought about it, and it's a damned fine idea. Next issue (out Friday 12 February) we're running a feature on courses available for budding games designers and this

month we've got handy advice from the professionals on page 126.

★ I've just seen your ChartTrack charts. If I was a publisher and the only feedback I received from the public was from ungrateful tossers like Stig, I would go round his house and kick his sorry little arse, then invest my capital elsewhere and leave the whingeing \*@!\$ with bugger-all to play! So, Stig, yes you are getting too old for "this lark". PISS OFF!

Tim Highton

You've mentioned MicroProse's *Formula 1 Grand Prix III* as being released about now, but I've seen no sign of it. None of the local shops know of it, and even MicroProse's site has no mention.

Gareth Edwards

*F1GP3* has slipped (where have I heard this before? – A reader) and has no firm release date. We'll bring you an update as soon as we get new details.

★ I've been eagerly waiting to get my sticky little hands on this "amazing" new C&C game from Westwood. I've looked all round the Internet sites for its release date and I've looked in catalogues, but nobody wants to tell me. Do you have any idea about the release date, or do I have to sit here on my arse waiting for it to come out?

David Thompson

We assume you're talking about *Tiberian Sun*. We were hoping to get a preview into this issue, but EA tell us that developers Westwood are

being vague about an official release date (no surprises there, then). *Tib Sun* is due for release in "winter", but the lack of any previewable code suggests that may be a little optimistic. Watch this space.

★ I'm in the process of making my own Web page, thanks to your great help. However, there is a problem. I went to the Frontpage Express site at Microsoft but I can't find it anywhere.

Ivan Goh

Sorry Ivan, try [www.microsoft.com/windows/ie/ie40/features/frontpad.htm](http://www.microsoft.com/windows/ie/ie40/features/frontpad.htm) – this will take you directly to the Frontpage homepage.

★ Maybe it's just me being a retard, but I can't get a screen grab (using the print screen button) from *Colin McRae Rally*. Before I installed my Voodoo2 card this was possible, but now when I copy the screen grab from the clipboard all I get is a blank black image. Please help me – all my mates thing I'm lying about my Voodoo2. Is there a way of getting a screen grab? I don't want to have to invite 'em all to round my place just to prove a point.

Andrew Strange

Try HyperSnap DX – it's on this month's cover CD.

★ In *Star Wars Rogue Squadron* [see the full review on page 74], is Wes Janson played by Craig Charles? Similarly, Derek 'Hobbie' Klivan (on page 58, PCZ #72) looks just like Spider Nugent from *Coronation Street*. Keep skinning the competition ALIVE!

Vark





# FALCON



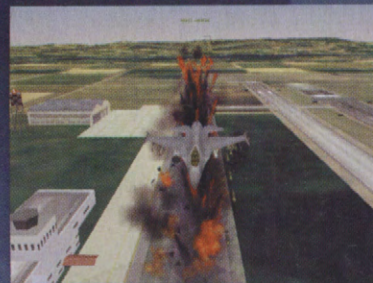
*"It's a complex, involving, gob-smacking, earth-shattering simulation of real warfare...without doubt, one of the most astounding games we have ever seen"*

**PC FORMAT**

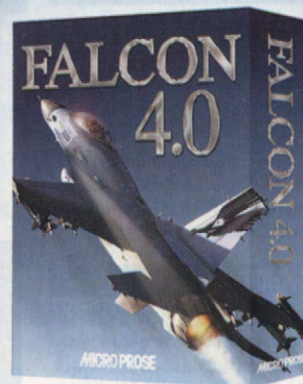


# 4.0

THE WORLD'S FINEST FLIGHT SIMULATION.



This is the new benchmark in flight simulation technology. Pilot tested for accuracy, **Falcon 4.0** models the Block 50/52 F-16C; the most versatile and unrivalled production fighter in existence. Master the F-16C using numerous training missions that range from the 'basics of flight' to 'advanced dogfighting' and combat over the Korean Peninsula in real-time dynamic campaigns.



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CD-ROM

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# TOP STORY



The different characters not only have individual graphics but different functions too.

## CO-OP's FOR GIRLS? NOT ACCORDING TO...

### ALL YOU NEED TO KNOW

**DEVELOPER** Valve Software

**PUBLISHER** Sierra

**EXPECTED RELEASE DATE** Summer

### IN SUMMARY

*Half-Life's* multiplayer game taken to the next level with team strategies, different character classes, mission objectives and everything else involved with the hell that is multi-person war

### WHAT'S THE BIG DEAL?

This game will change your life, plain and simple. Single-player deathmatch will be a thing of the past. Or at least that's the hope

### POTENTIAL PITFALLS

Shortly after *Team Fortress 2*, ID are scheduled to release *Quake III Arena*. Let the battle commence...

# TEAM FORTRESS 2



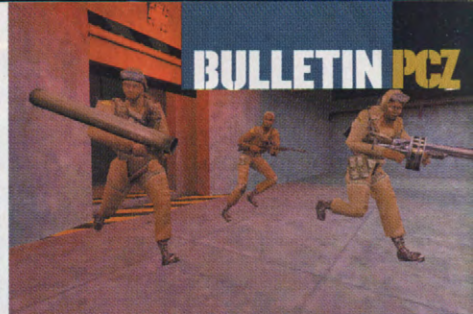
It may be hard to believe, but *Half-Life* is about to get even better

★ **REPORT:** Paul Presley

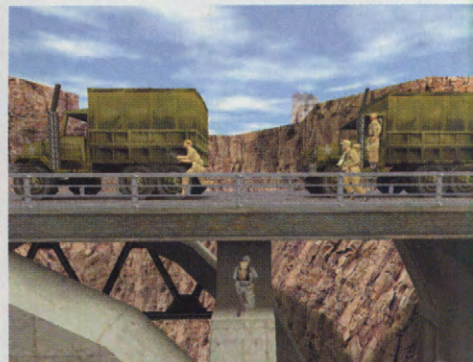




Luckily, it retains those really satisfying gun emplacements.



Skins, animations and even weapons vary from character to character.



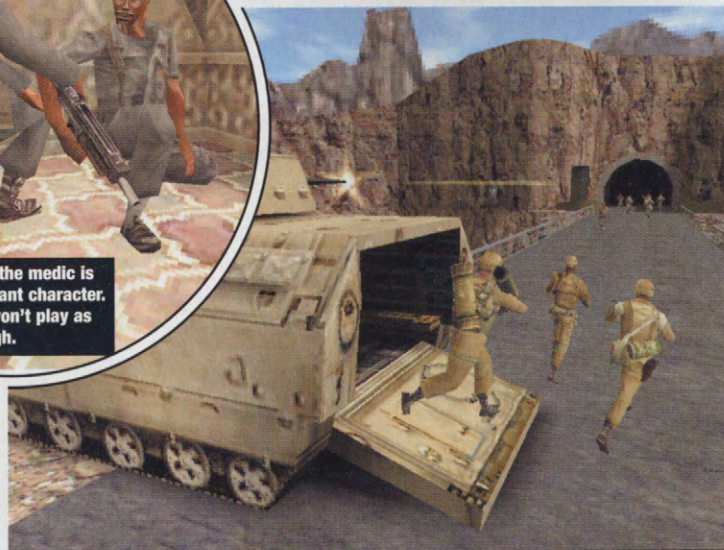
Missions can be set in WWI, WWII, the future, the Civil War, any time you like really.



Tanks and other vehicles all play a big part in the game's mission structure.



Naturally the medic is an important character. Bet you won't play as him though.



The troops rush off for some well-deserved bladder relief.

Okay, so now you believe us about *Half-Life* (PCZ #71, 95%). It's a masterpiece. The crème de la crème of first-person shooters. Well, it's about to be bettered. *Team Fortress 2* is the second game to come from the boys at Valve, and from what we're being told, it's going to be superior in every way.

*Team Fortress 2* is set to be the next level of multiplayer gaming. We know, until now everyone always thought co-op games were for wimps. But what's being promised here sounds so damned good that even we hardened, cynical journalists have been getting a bit moist and twitchy with anticipation. The best way to describe it is to think of something like *WarGasm* (PCZ #71, 93%) using *Half-Life*-style gameplay. More first-person war game than first-person shooter.

For a start there are going to be nine different character classes to

choose from – infantrymen, spies, snipers, medics, etc – all with different looks, skills and roles. "That's one of the beauties of this game," says Doug Lombardi, product manager for the game. "If you play the spy, for instance, you're really not going to have any weaponry or anything like that, so basically you're

**“Weapons will be more like automatic machine guns, sniper rifles and shotguns as opposed to the railguns and all that crazy stuff in *Half-Life*”**

DOUG LOMBARDI, PRODUCT MANAGER

going out and uncovering the 'fog of war'. Your job is to go and observe stuff and report back like, 'Hey they've got a stronghold over here on the south, stay away.'"

If you don't have a platoon of friends to fall back on though, rest easy. The whole game can be played as a giant botmatch if necessary.

Then there are the weapons. "There will be at least 12 new

weapons," says Lombardi, "a lot of these are based on realistic late-20th century military weapons. So it'll be more like the automatic machine gun, the sniper rifles and the shotguns as opposed to the railguns and all that crazy stuff from *Half-Life*."

But what exactly do all these spies, snipers, infantrymen and so on get to

do? *Team Fortress 2*'s mission structure isn't story-based like *Half-Life*. Instead you have a choice of 20 maps set over four separate campaigns, from which you can dip into at will. "The first mission may be that you and your team have to escort the president or someone from point A to point B," explains Lombardi, "and he might be in a jeep or a truck and you have to flank around him and

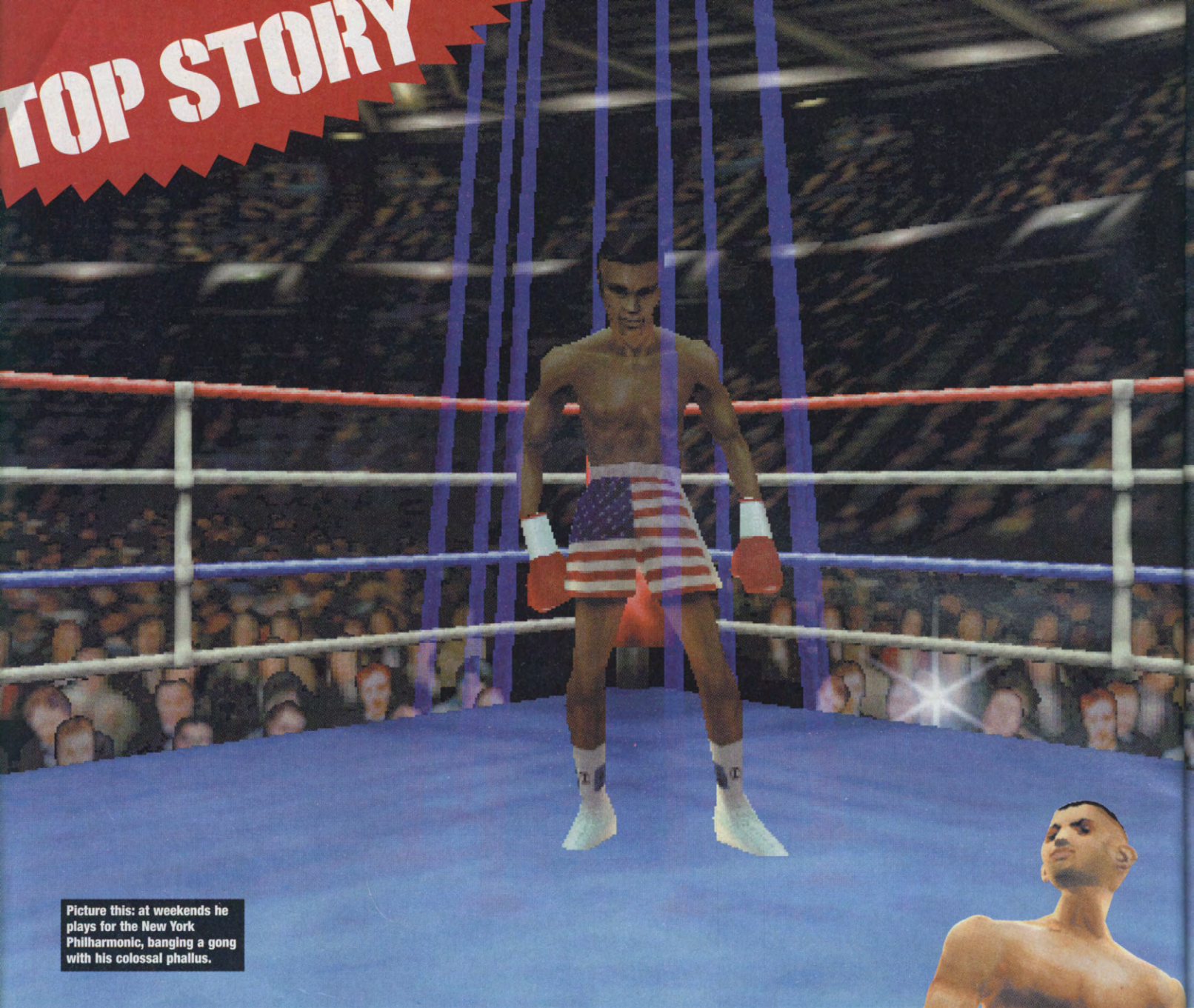
get him across an outdoor level. The next might be taken from *Saving Private Ryan* where your troops have to get onto a beach from water craft and then take over a position."

In order to come up with the missions, the three-man team spent an entire weekend watching every war movie they could get their hands on, so expect lots of vaguely familiar 'homages' to appear.

There are plenty of other features such as the Commander role, where you get to watch from the sidelines issuing orders to your team. And there'll be plenty of vehicles including tanks, C-130 Hercules aircraft, APCs, jeeps and so on, all of which can be manipulated. And then there's the audio communication system that is supposed to take a sample of your voice and relay typed messages through your speakers.

We could go on, but we'll save the really detailed stuff for a larger preview in a few months' time. Suffice to say, we're excited, very excited. [E]





Picture this: at weekends he plays for the New York Philharmonic, banging a gong with his colossal phallus.

# GET IN THE RING WITH PRINCE NASEEM BOXING

## ALL YOU NEED TO KNOW

**DEVELOPER** Codemasters

**PUBLISHER** Codemasters

**EXPECTED RELEASE DATE** Spring

## IN SUMMARY

Showy, arcade-style 3D boxing sim starring the cockiest man in Britain.

## WHAT'S THE BIG DEAL?

There hasn't been a decent boxing game on the PC since *4D Sports Boxing* came out back in 1923 or thereabouts. And even *that* was shit. *Naseem* may be the game to change all that.

## POTENTIAL PITFALLS

Boxing games can be deathly dull if not handled carefully. Still, Codemasters *do* know their onions.

**Are you asking for a smack in the mouth? Then you've come to the right place. Here's a mouth-smacking simulator, especially for you**

**PUNCH DRUNK** Charlie Brooker



Look - his mum's sewn a name tag on the front of his shorts.

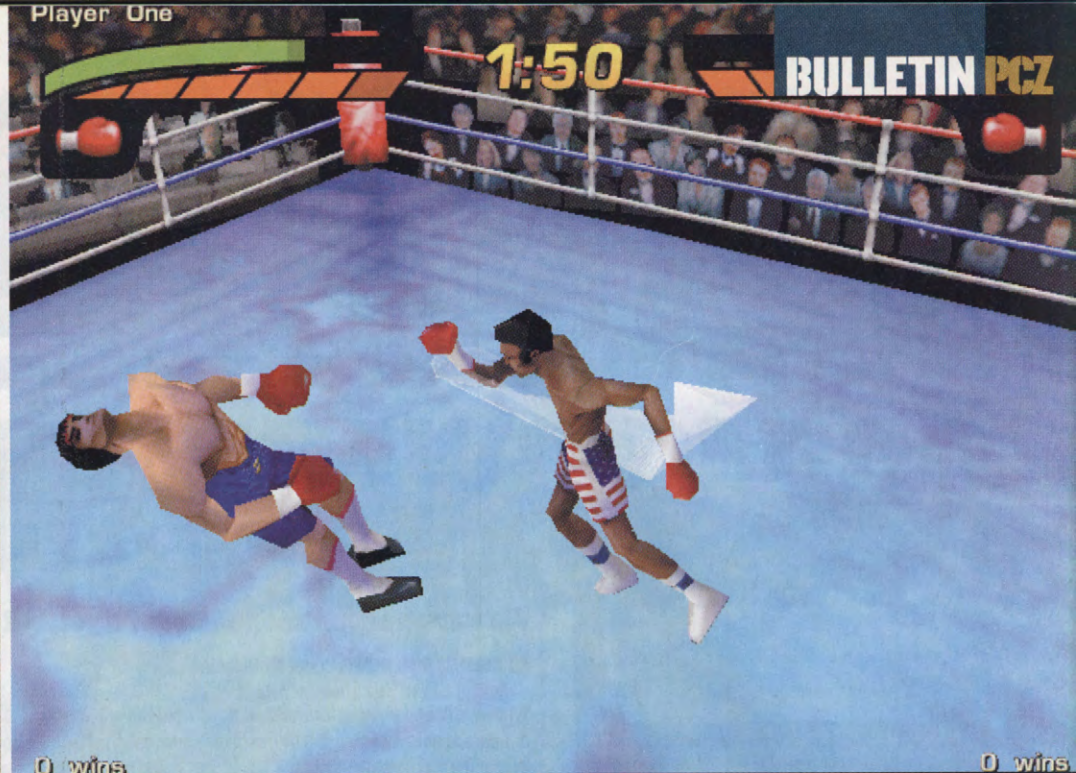




You can probably sleep off that brain damage. Medic!



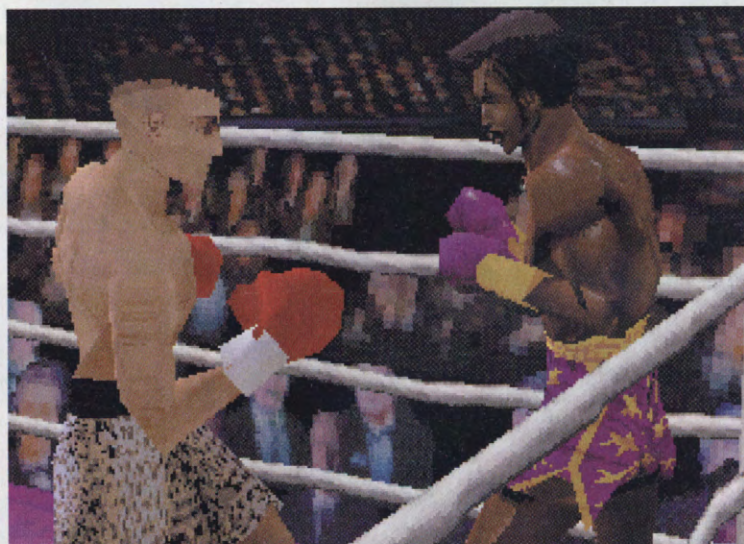
Make sure your boxer trains loads, or he'll come off worst.



Apparently he was asking for a smack in the mouth.



Prince Naseem's famous Quasimodo impersonation failing to impress a Chinaman



"Don't hit me... (whimper)... please... I'm a father of two... (sniff)... have mercy..."

**A**cts of extreme physical violence may be morally repugnant, but by God they don't half stave off that gnawing existential boredom. Which is why brutality and entertainment have gone hand-in-glove for thousands of years.

Today, thanks to special effects, we can simulate slaughter without actually killing anyone. But *real* violence is still on offer – just switch on the telly and watch a bit of boxing. See the fists fly. See the bones crunch. See the hot blood spray across the faces of the impeccably tailored gangsters hogging the front row.

See all that. Or eschew grim reality altogether and play this: *Prince Naseem Boxing*, a game in which a lot of people get seriously hurt.

#### PRINCE OF FLAILS

Prince Naseem is an excellent boxer. He has a supreme ability to dance about and punch men hard in the

face. He is WBO Featherweight Champion and has knocked out 28 opponents in 31 fights. His public image is that of a likeable, cocky young man.

As an in-game character, Naseem looks way cool – easily recognisable yet subtly stylised. He looks like he's just wandered out of *Tekken*. Set in motion, he looks better still.

Codemasters have employed a poncey

**“Naseem looks way cool – easily recognisable yet subtly stylised. He looks like he's just wandered out of *Tekken*. Set in motion, he looks better still”**

skeletal animation system, ensuring the 800-polygon fighter moves fluidly and realistically at all times.

The game itself is structured in a similar way to a driving game: there's a pick-up-and-play 'arcade' mode, a cheerily violent two-player Versus mode, and a full-on, in-depth Career mode in which you have to lace your own boots and wipe your own arse.

#### PUNCH AND BROODY

For the action itself the 32-strong programming team is treading a fine line between battleship-grey realism and arcade-style whizz-bangery. And with good reason. In the past, boxing games which tried their hand at accurate simulation tended to be slow, repetitive and deathly, deathly dull. Getting punched repeatedly in the face should *never* feel boring, and

to this end the Codies are pulling out all the visual stops: spectacular swings will be accompanied by Animé-style 'swooping' effects, and much is made of the pre-bout showmanship and over-the-top entrances so beloved of modern pugilists like Naseem.

Speaking of pugilists, the in-game opponents are a motley bunch of

bizarre characters, the likes of which you'd only ever see in... well, in a video game. There's a funky black guy called Slick Daddy Ellis, and a violent Chinaman called Bruce 'The Shadow' Chan. There *isn't* a bull-necked rapist named Tyson, but we should probably be thankful for that – although a special move involving polygonal ear-biting would be inspired.

Mastering the game is a must if you want to cut it in two-player mode, and to this end there's a lengthy Practice mode in which Naz himself talks you through a series of fighting lessons in his own personal gymnasium. The gameplay, we are assured, is to be as complex as it is immediate, with defensive skills and nifty footwork being just as important as a propensity for sudden, abrupt acts of violence.

Still, the code hasn't arrived yet, so these are only words on a piece of paper and may turn out to be lies. Keep 'em peeled for more news and a full review in the future. **[EW]**





## ONLINE ZONE

Half-Life online, 'talking' software and more

**P.26**



## TECH-HEAD

The console everyone's talking about – Sega's Dreamcast

**P.28**



# NOW IT'S DESCENT 4!

We haven't even seen *Descent 3* yet, but that's not the end of it

★ **DEEPER AND DOWN** Conor McNicholas

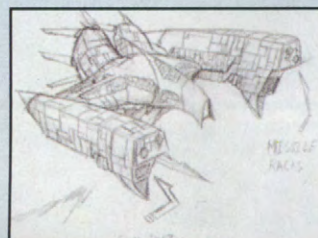
While we're still waiting for *Descent 3*, details are already emerging of *Descent 4*... and a lot more besides.

Volition, the developers behind *Descent: Freespace*, have announced that they're already working on the next instalment of the immensely popular 360-degree space flight action shooter, as well as a follow-up to *Descent: Freespace* (which currently has the imaginative working title of *Freespace 2*), plus an impressive-looking fantasy role-playing game called *Summoner*.

Information on *Descent 4* is scarce,

but the concept artwork shows people, not spaceships, so it looks like we could be about to see a radical rethink of the series. Mike Kulas, president of Volition, said of *Descent*: "While we'll remain true to what we believe has made the *Descent* series popular, we will be making some deliberate changes in how the game plays."

*Freespace 2* looks set to concentrate entirely on its deep space combat in a *Wing Commander*-style, with concept artwork fleshing out the game's story of an on-going battle with



*Freespace 2* is set to be even better graphically than the original game.

an ancient civilisation.

*Summoner*, however, comes back down to earth, following Summoners – people with special powers to call otherworldly beasts – through a world of magic and complex legend. The brief animations on the website look very promising, and the screenshots are impressive.

Release dates for all the new titles have yet to be set, but considering we haven't seen *Descent 3* yet, we could be in for a wait. *Descent 3* is currently being developed by Volition's sister development company Outrage. Both companies were formed as divisions of Parallax software, the original developers of *Descent*. Check out [www.pxsoftware.com/](http://www.pxsoftware.com/) for information on Volition, Outrage and the new titles.



*Summoner*: an impressive RPG from the house of *Descent*.

# REAL, REAL, REAL...

**Unreal** about to spawn a multiplayer version

Soon you'll be able to get all the joys of multiplayer *Unreal* from the comfort of your own home without using a network or Internet connection.

*Unreal* developers Epic Megagames have announced that they are to release *Unreal Tournament*, a multiplayer standalone game, so you won't have to have the original to play it. As well as experienced multiplayer players looking for more network levels, *Tournament* is also aimed at those who enjoy multiplayer but don't have access to a network or modem.

*Tournament* features a number of arenas that Epic couldn't fit into the original game, and bots (artificial multiplayer players) that use and build on the complex AI developed for the original game. The bots are able to play as opponents, or you can even lead groups of bots in 'capture the flag' games. The game also

features new weapons and skins.

News of *Unreal Tournament* comes hot on the heels of the announcement that *Unreal II* is going into production. The sequel is to be produced by Legend Entertainment on behalf of Epic, and Legend will also be working with Epic to produce an *Unreal Level Pack* with ten new levels.

*Unreal Tournament* and the *Level Pack* will be available sometime this spring; *Unreal II* won't be released until late this year or early 2000.



*Unreal Tournament* will have extensive multiplayer features.



## THE PCZONE CHARTS

More comprehensive than ever

**P.30**

ChartTrack

## CONSOLE ZONE

Games that you'll never see on the PC

**P.31**



## MAN WHO KNOWS

The very latest industry gossip

**P.32**



## HOTSHOTS

A sneak preview of up-and-coming game releases

**P.34**



# KISS GAME DRAWS BLOOD

Ex-Ion Storm members turn up in Kiss game project

GLAMMIN' UP Conor McNicholas

Kiss in own game shock! Complimentary make-up kit not included.



PHOTO: TIGER

Fans of '70s glam cock rock will be exploding in their codpieces on learning that Kiss are soon to appear in their own PC game, courtesy of some ex-Ion Storm people.

US publisher Gathering Of Developers, who signed the deal, announced the game would be developed by Bloodshot Entertainment. Bloodshot is the new development company made up of ex-Ion Storm employees (ten from the *Daikatana* team and one from the *Anachronox* team) who recently left the company en masse (as reported in *PCZ*

#72). The game will be published in the UK by Take 2 Interactive.

The PC title is a 3D-action game set in Kiss's Psycho Circus universe (also the name of their current comeback album) and based on the Psycho Circus comic books and action figures created by legendary (it says here) comic book artist Todd McFarlane, who also created the *Spawn* comics.

'Demon' Kiss member Gene Simmons confesses that he's not much of a game player, but knew who to go to when he wanted to get the game made.

"Our shows are a sensory ambush of hard-core rock 'n' roll, cutting-edge technology and in-your-face action. We're working with Bloodshot to convey that same raw, electric excitement in this game. We aren't all gamers ourselves, but we got the word that the Gathering was the place to call if we wanted a guarantee of quality and artist recognition."

Meanwhile, in a further development at Ion Storm, it's been confirmed that artist Kenneth Scott has left the company to work for iD Software, and that he will begin work on *Quake III* arena.



**The most important  
home game of  
the season  
is coming up**

*Championship*  
**MANAGER 3**™

**Release date : February 1999**



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# IT'S ALL RALLY EXCITING

Sega's follow-up to *Rally Championship* faces stiff competition. Ooh, but doesn't she look gorgeous?

★ MINI DRIVER Conor McNicholas

There was an awful lot expected of *Sega Rally* when it first appeared on the PC but the poor kitten got a bit of a slagging. It might have been a faithful conversion from the arcade original but unfortunately that left PC gamers with a string of gripes. Nevertheless, it sold quite well to a PC gaming public starved of rally action and eager for the Sega arcade experience. But things move on, and this new edition of *Rally* is to be birthed into an altogether different and scarier world to that of its predecessor.

While it might still be king of the arcades, *Sega Rally 2* PC is now facing serious competition on its home turf. Since *Rally 1* we've seen *Screamer Rally* (PCZ #57, 91%), *Network Q RAC Rally* (PCZ #44, 94%) and *Colin McRae Rally* (PCZ #68, 93%) all get Classic ratings in PC ZONE.

So what has *Rally 2* got up its sleeve to compete? Well, first off, as it's being developed for Sega's next generation 'mini-PC' Dreamcast console at the same time, some of the Dreamcast gorgeousness is bound to rub off and so far the screenshots look promising. The game is also big – you can play a full ten-year championship through four seasons each year, and over 40 stages, with tracks changing slightly each year (so listen to your co-driver!). Each of the four seasons have three race times: in the mid-day sun, at dusk, and in the pitch black of night time. (Much better than the three tracks in *Rally 1*.)

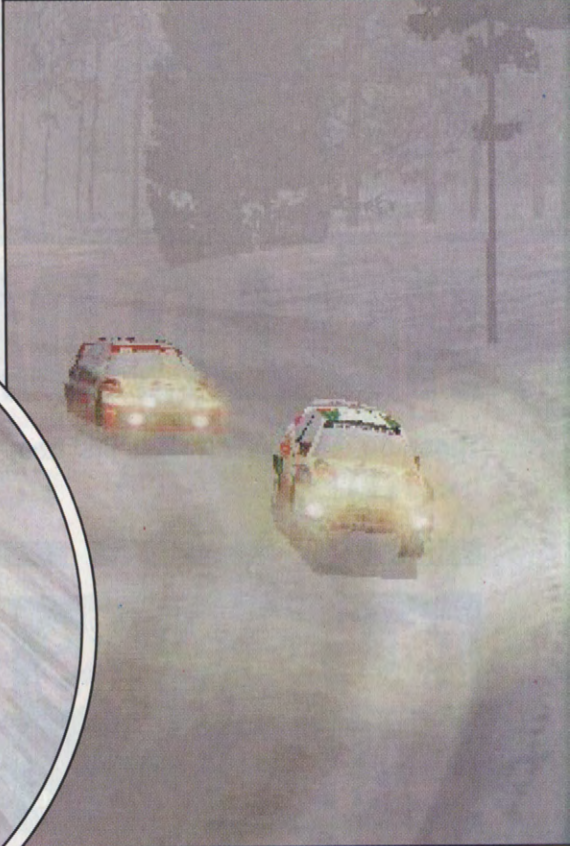
It was a major failing of *Rally 1* but *Rally 2* now enables you to customise your car depending on the race ahead, adjusting tyres, brakes, suspension etc. There are all the up-to-date rally cars, including the Impreza, Escort and Corolla and two hidden cars, but the better you become, the more opportunity you have to customise your car and choose better co-drivers. Unfortunately, the cars still can't sustain any damage, so if you hit that lump in the road too fast you'll bounce but you won't see body panels flying off. Pity. Sega have had two years to get this sort of thing into the game. Codemaster's *Colin McRae Rally* managed it and sold well because of it. A big draw for *Rally 2*, though, is the eight-player multiplayer offered over a modem or network for that real arcade experience. Two or four players can play the game split-screen.

*Sega Rally* has a heritage of great gameplay eclipsed by a lazy conversion. In the big PC rally championship will it all be enough? We'll let you know, cos it should be with us very soon. PCZ

"Move, damn you! Where's the joystick?"



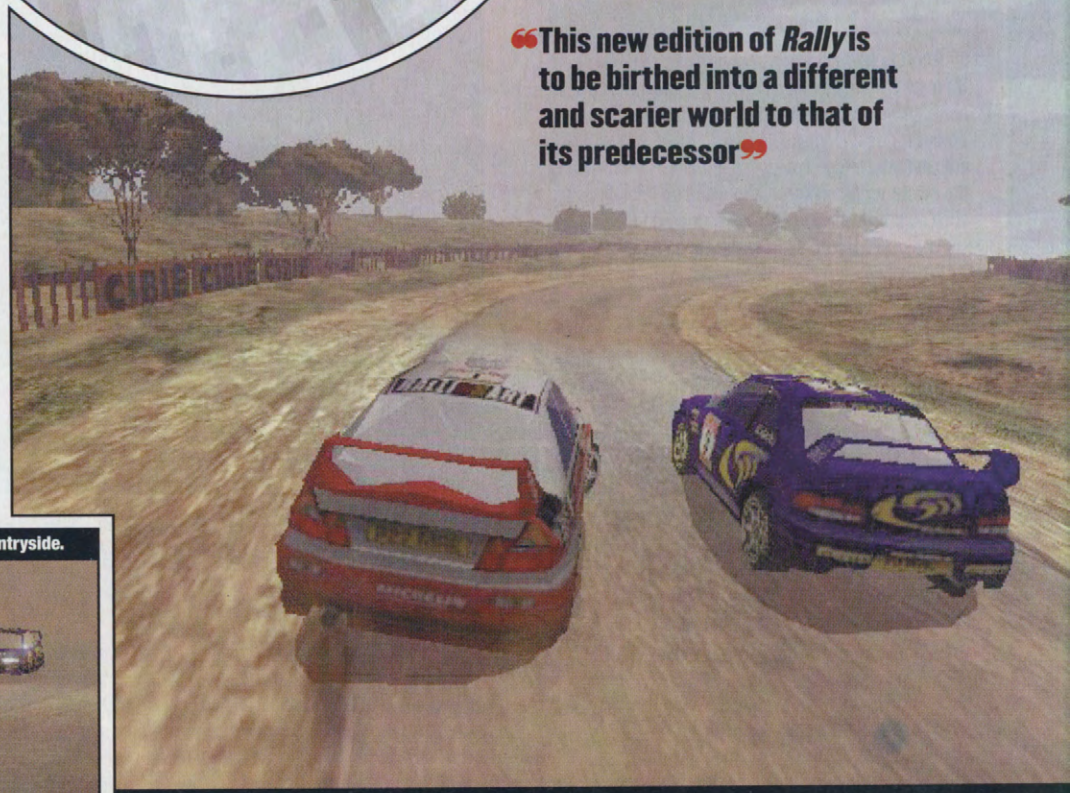
Simply irresponsible driving, given the road conditions.



Allowed to go wild, cars will naturally sniff each other's arse.

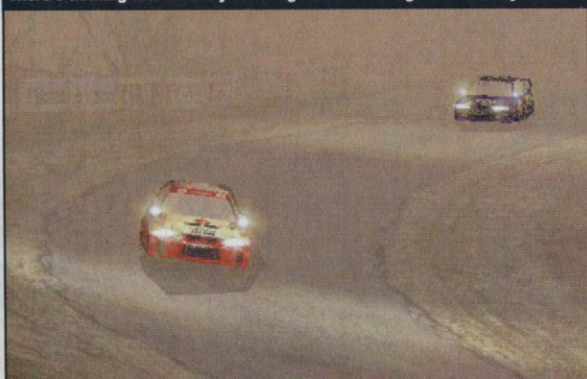


"This new edition of *Rally* is to be birthed into a different and scarier world to that of its predecessor"

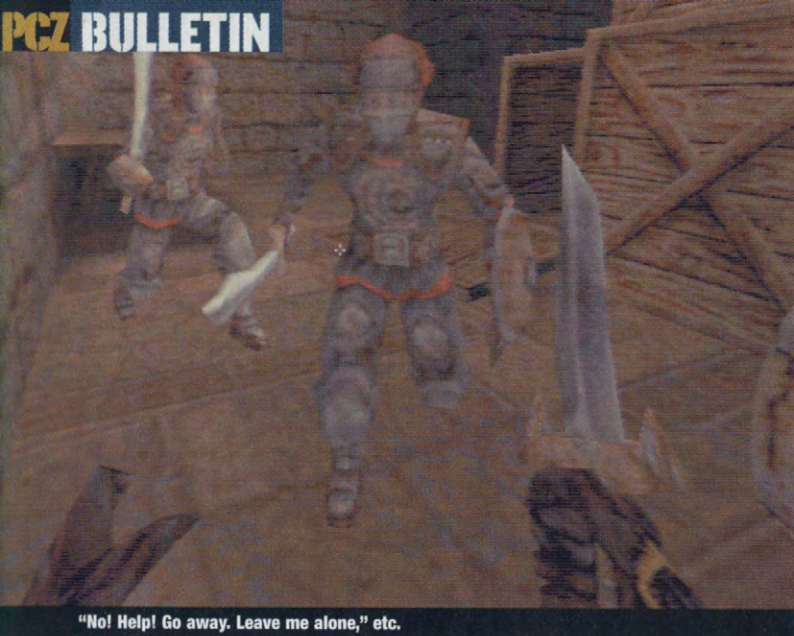


"I said get out of my f\*\*king way!"

There's nothing like an early morning scream through the countryside.







"No! Help! Go away. Leave me alone," etc.

# HELLO DAWN

Those *Quake II* conversions jus' keep on a-comin'

★ **EARLY RISER** Conor McNicholas

**A**nother new total conversion, *Dawn Of Darkness*, is here to make good use of those *Quake II* files sitting on your hard disc.

Set in Lucitania (*Wasn't that a boat?* - *History Ed*), the game is an action adventure with a developed object control system and character interaction that's played across 12 levels. You play Roarke, a hero with an almost superhuman talent for killing who has renounced violence, only to be captured by an evil sultan's army along with your adopted daughter. This should be a nice change for you because it's almost certainly not what you're like in real life.

Combat is more realistic, and features a neat bloodlust mode where the more you kill, the longer your bloodlust power-up lasts. We're also happy to note that the game features the world's first 3D camel. Which you can kill if you want to, naturally.

★ *Dawn Of Darkness* is available in February priced £19.99.



Ⓜ A DOD baddie - and ugly.

## SHORTS

### DAMAGED FLIGHT SIM

Microsoft have produced a free Damage & Weapon Profile Editor for *Combat Flight Simulator*. With it you can build accurate damage profiles for imported aircraft, fine tuning inflicted and sustained damage. You can get it from [www.microsoft.com/games/combatfs/downloads.htm](http://www.microsoft.com/games/combatfs/downloads.htm).



### MORE BALLS SNAPPED UP

Coming fast on the news that Electronic Arts have signed up the entire world rights to the game of soccer for all time, ever (PCZ #72), they now announce that they've signed up the rights to the next cricket and rugby World Cup titles. Watch them snap up the rights to hop-scotch and Indian tag game kabaddi next.

### TREK TOO FAR

"A Sedgwick County Juvenile Court judge will decide today whether four children should be removed from a home that police found littered with animal waste... Police also found an abundance of *Star Trek* magazines, posters and memorabilia, and couldn't understand the father at first because he spoke to his wife and children in Klingon." - US newspaper *The Wichita Eagle*. How many *Star Trek* games do you own? Worried?

### TUROK TOYS

It's plastic-toys-from-computer-games time again, and this time it's *Turok: Dinosaur Hunter* cashing in. The bullshit press release says: "Highly detailed, each fully articulated figure is captured in fierce hand-to-hand combat. Each piece captures the intense combat between Joshua Fireseed and his raptor enemy." Sounds like a Franklin Mint offer. They're £6.99 and £14.99, anyway.



## BLUFFER'S Guide to...

### 3D ACCELERATION

#### ★ What is it?

3D acceleration increases rendering efficiency by shifting work from the system CPU to a peripheral processor designed specifically to handle geometrical calculations. Image quality is enhanced by increasing the colour range and resolution, and by techniques such as anti-aliasing, texture filtering and fogging.

#### ★ Who created it?

The de facto standard for 3D acceleration is the Voodoo chipset from 3Dfx Interactive, which has come to dominate the market. Voodoo gives unsurpassed speed, quality and processing power. Competitors such as VideoLogic and nVidia now have a slice of the action, but are not credited with the original technology.

#### ★ How does it work?

Accelerator cards use a standard sequence of operations. First the graphical world is built. Objects in this world are then rotated and projected from their original co-ordinates to screen co-ordinates, and hidden surfaces are removed. Finally, all visible portions are rasterised and perspective-correct texture mapped, lit, and rendered on the screen.

#### ★ Where can I find out more about it?

The best place to go is [www.3dfx.com](http://www.3dfx.com). Also see our 3D cards shoot-out feature on page 104.



The balaclava: your mum couldn't make you wear one, but the SAS can.

# PAINT THE WHOLE WORLD WITH A...

Tom Clancy's *Rainbow Six* (PCZ #69, 89%) is about to get an update. *The Mission Pack: Eagle Watch* features six new levels including the Taj Mahal and the Russian Space Shuttle. There are also three new weapons including the Desert Eagle (the firearm of choice in the *ZONE* office), and six new types of multiplayer games including an Assassin and a Team Terrorist Hunt mode. No confirmation of release was available as we went to press, but it should be available soon from Red Orb.



# SOLIHULL

Home of Jasper Carrott, the saddest non-league football team, and precious few PC gaming outlets

BRUMMIE FOR A DAY Craig Vaughan

## WHO LIVES IN A CITY LIKE THIS?



**STEVEN BRIDGEWATER**  
31, illustrator

**What brings you into Gamezone?**

"I'm interested in a Dreamcast. It sounds to me like the best of both worlds – the power of the PC in a console, but without all the set-up and compatibility problems."

**So you've got a PC?**

"No, but I use my brother's. I'm mad for first-person shooters. I've just cracked *Unreal*, and I love *Half-Life*. It's more than just a bloodbath, there's loads of depth and tricky strategy involved. Tell Santa not to bother coming down my chimney this Christmas – if he disturbs me playing *Half-Life* I'll punch his lights out."

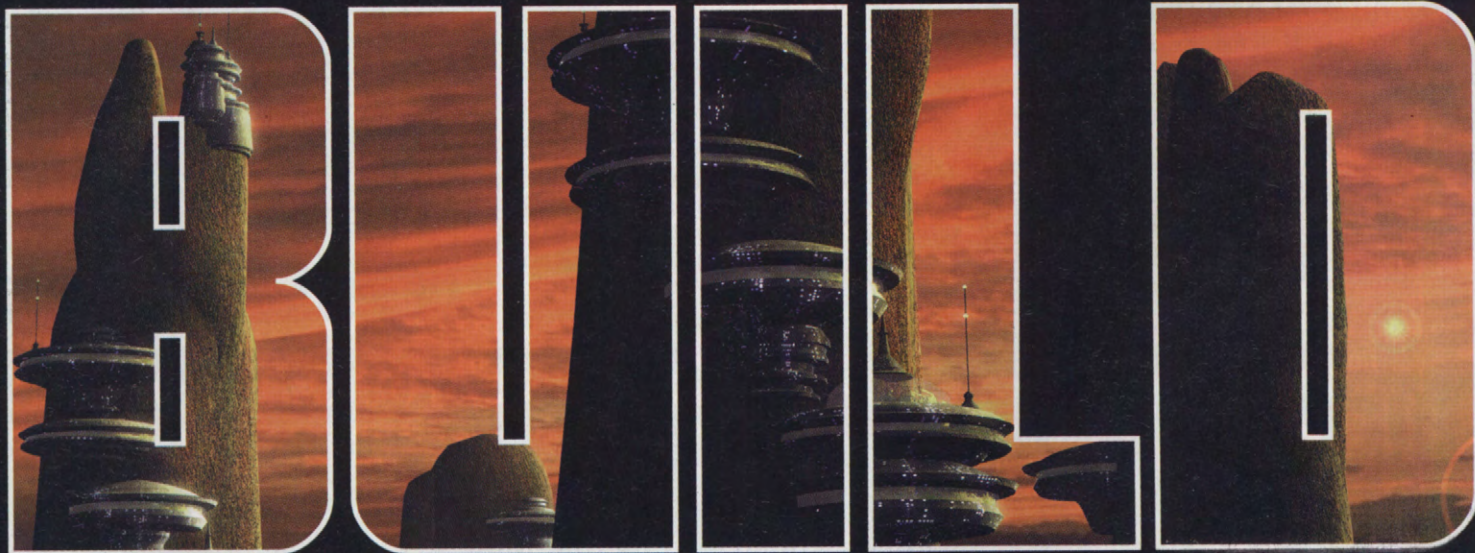
# BRUM, BRUM

Gamezone, situated in York Road, Hall Green, is an oasis on the outskirts of the PC gaming desert that is central Solihull. The shop's owner, 31-year-old Laurence Pinnick, knows the gaming scene inside out. Previously an electrician, he got wired into games retail in the early '90s in what was initially just an extension of his enthusiasm for all things games-related. He recalls: "I saw a gap in the market and took the chance. It's been a hard slog. I've survived by moving with the times and staying responsive to my customers' needs. I stack 'em high and sell 'em cheap."

The proud owner of a ninja-bast PC, Laurence is currently playing *Tiger Woods* and *FIFA 99* religiously. His shop stock is a mix of PlayStation, N64, PC and Gameboy software. Although there's an obvious bias towards the dominant PlayStation, the PC continues to thrive with current best-sellers including *Tomb Raider III*, *FIFA 99*, *Rogue Squadron*, *Gangsters* and *Dune 2000*. Predicting the Christmas Number One, Laurence suggests "probably *Tomb Raider III* on both PlayStation and PC, or anything needing a 3D card on the PC. *Zelda* is doing silly business on the N64; there's no stock anywhere. I could auction the one copy I've got left and clean up, but it's a Christmas present to myself."

Looking to the future, he reckons "the PlayStation has peaked, and piracy is a massive problem. The N64 is gonna surprise a few people, but the PC is the guaranteed long-term winner. Its open architecture means it can always be upgraded, and that alone will ensure it flourishes." We know, we keep saying that.

Would you buy a second-hand car from this man?



...a new way of life and shape the human race's future.

SID MEIER'S  
**ALPHA**  
CENTAURI



ELECTRONIC ARTS™





Oni's buildings are the work of real architects.

# THE ONE AND ONI



A case of Oni-nism for action fans.

**High-kicking Animé shooter that's meaner than Chesney Hawkes**

★ **SUSHI** Conor McNicholas

**O**ni is a new third-person action game from Bungie (of *Myth* and *Marathon* fame) that claims to blend martial arts and shooting action in an ultra-realistic environment.

The 3D Animé-influenced game tells the story of Konoko (sounds like a Womble), a one-woman crime-fighting SWAT team with a grudge, who is haunted by oni (meaning ghosts, in Japanese).

The game aims for a seamless unification of martial arts and gunplay, where dispatching enemies doesn't rely simply on firepower. A swift blow splitting an opponent's knee sends him to the

floor, where you can fill his head with lead. Or you can kill the lights, drop a concussion grenade and dive through a plate glass window. Nice. Konoko's fighting skills and attitude develop as the game gets darker and more dangerous.

*Oni* takes place in an urban jungle designed by real architects, where you can interact with pretty much all the objects around you – you can throw chairs down the stairs if you're being followed, for instance. All these features are also available in the multiplayer game, which should be most interesting.

# WEE MCGAME DEVELOPER

**Scottish schoolchildren are being encouraged to take up a career in games development**

A video called *Mega Job Hunter III – A Career In Software* (hey, catchy), hosted by TV gaming megastar Dominic Diamond, is now available for Scottish schools, and includes interviews with people from Scottish games houses Red Lemon and Inner Workings. One of the first kids to see it is quoted as saying: "I found the video very informative and interesting. It provides practical advice." Swotty twat.



Hey, that's good. Now, can you get Channel 5 on this thing?

# CHASING SHADOWS

**The Guardian Of The Shadows – not Hank Marvin's bouncer**

★ **SHADOWFAX** Conor McNicholas

Now here's a weird one. *The Guardian Of The Shadows*, from French development house Cryo, sounds like a role-playing game on acid.

You play a solitary exorcist monk who is a member of an ultra-secret organisation that sends you on perilous missions involving the paranormal.

Playing in full 3D, with both management and role-playing aspects, the game has ten missions, paced to be like ten episodes of a TV series (er, right). Locations vary from a museum of pre-Columbian art to a fast-food restaurant (what?) a zeppelin (er...) and a minced meat factory (we are not making this up).

Cryo have also announced that they're working on *Chronicles Of The Black Moon*, which is based on the continental graphic novels that tell of four empires fighting for control, one of which is a race of evil nocturnal demons.



The Guardian Of The Shadows: paced like a TV show.

## YOUR MOST WANTED

A look at the games you most want to see over the next few months, and when they're expected

1	Duke Nukem 4Ever (GT)	Mid-'99
2	X-Wing Alliance (LucasArts)	March
3	Quake III/Arena (Activision)	Spring
4	Aliens Versus Predator (Fox)	March
5	Championship Manager 3 (Eidos)	Feb
6	Tiberian Sun (Westwood)	March
7	Black And White (EA)	Mid-'99
8	Civilization: Call To Power (Activision)	Feb
9	Diablo II (Blizzard)	Autumn
10	Driver (Reflections)	Spring

**WIN!** Submit your vote and go into the hat for a mystery prize draw. Email us at [letters.pczone@dennis.co.uk](mailto:letters.pczone@dennis.co.uk) with the subject line 'Most Wanted', or write to the usual address.



# STAR WARS ROGUE SQUADRON™

## 3D



ANSWER THE CALL TO ACTION AND ENLIST IN A  
BRAND NEW, RAPID-FIRE *STAR WARS* AIR COMBAT  
EXPERIENCE - **ROGUE SQUADRON 3D.**

IMMERSE YOURSELF IN THE ROLE OF LUKE  
SKYWALKER, LEADER OF THE REBEL ALLIANCE'S ELITE  
AIR CORPS, AS YOU PILOT A BROAD RANGE OF  
WELL-ARMED STARFIGHTERS. FROM X-WINGS, Y-WINGS  
AND A-WINGS TO SNOWSPEEDERS, YOU'LL BE ABLE TO  
UNLEASH REBEL WEAPONRY ON THE EVIL EMPIRE IN  
OVER 15 MISSIONS (DAY AND NIGHT) - EACH  
SPANNING THE VAST *STAR WARS* UNIVERSE.  
BLAST AT-ATs, TIE FIGHTERS, IMPERIAL SHUTTLES  
AND MORE.

- ON PC CD-ROM -

STRAP IN, YOUNG SKYWALKER



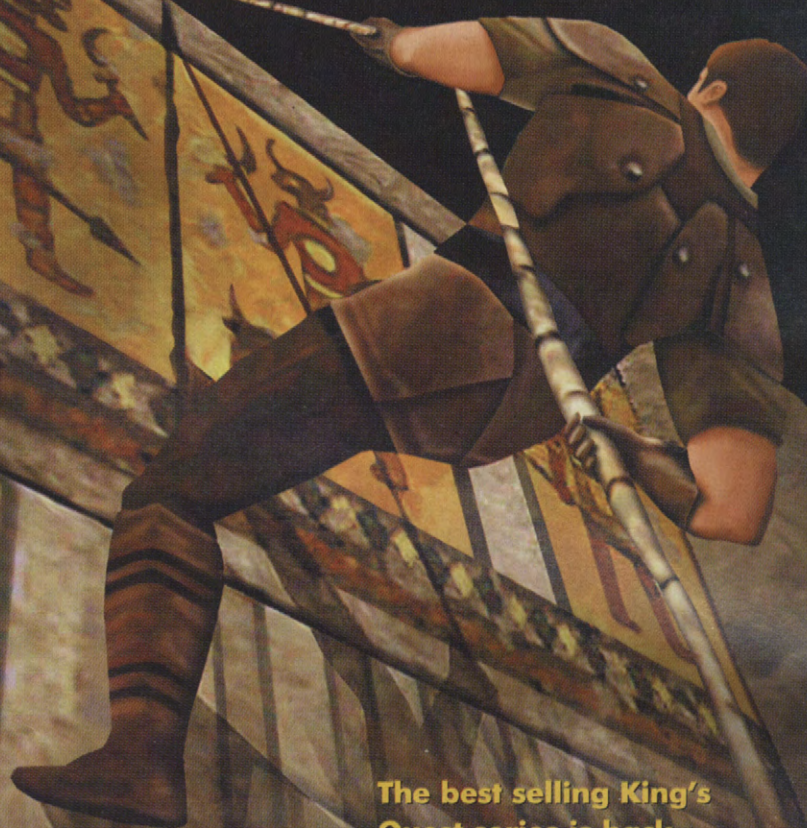
[WWW.LUCASARTS.COM](http://WWW.LUCASARTS.COM)  
[WWW.STARWARS.COM](http://WWW.STARWARS.COM)

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# ADVENTURE GAMING IS RE-BORN



The best selling King's Quest series is back. Creator, Roberta Williams brings you the magic in an all new 3D environment. Explore the world of Daventry as it's never been seen before, and if you are lucky, return to tell the tale.

Seven worlds, three dimensions and one indescribable adventure.



## KING'S QUEST MASK OF ETERNITY



[www.sierra-online.co.uk](http://www.sierra-online.co.uk)

For further information contact: Cendant Software UK, 2 Beacontree Plaza, Gillette Way, Reading, Berkshire RG2 0BS Tel: 0118 920 9111



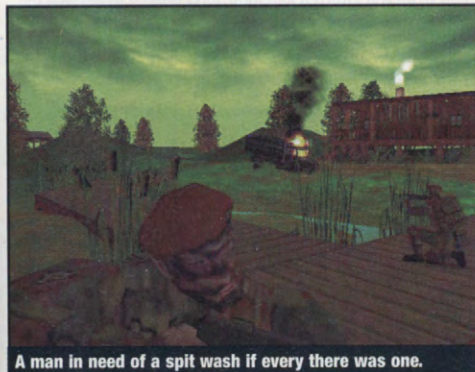
# WWII REVISITED

Re-live your grandfather's WWII experiences (unless he was German)

★ SQUAD LEADER Conor McNicholas

Czech games developers Illusion Softworks have confirmed Take Two Interactive as the worldwide publisher of their action-strategy title *Hidden & Dangerous*.

Following a trend for more thoughtful shooters set by *Special Ops* (PCZ #65, 88%) and *Rainbow Six* (PCZ #69, 89%) the game is set in World War II and begins in 1943. Your challenge is to take your squad of four soldiers through to the end of the war, completing covert missions deep in enemy territory.



A man in need of a spit wash if every there was one.

All the guns, uniforms, vehicles and buildings are taken straight from the period, and the missions are based on actual events as related by veterans of the conflict. There are 25 missions in six different locations to battle through.

The multiplayer option only supports up to four people, but the single-player game is intended to give between two and three weeks of play. Expect to see the game some time this summer.



Carl sports winter combat wear by Prada.



Try and land in that school playground over there!

## DESERT ISLAND CDS

Were Peter Molyneux, legendary game designer and chief of *Black And White* developers Lionhead, stuck on a desert island with nothing but a PC, an unlimited power supply and five games of his choice, which games would those be?



- ★ FINAL FANTASY VII\* (Eidos)
- ★ HALF-LIFE (Sierra)
- ★ TOMB RAIDER III (Eidos)
- ★ SETTLERS III (Blue Byte)
- ★ THIEF – THE DARK PROJECT (Eidos)

\* Choice if allowed only one.

### Comment

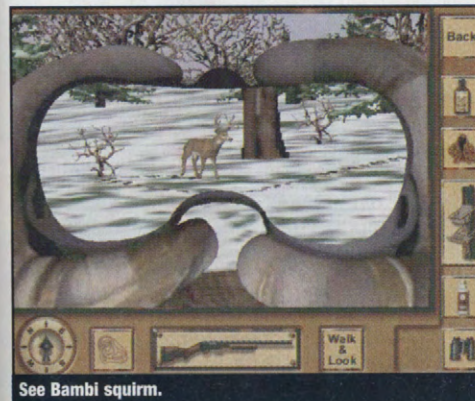
"*Half-Life* is there simply because it's the best first-person shooter I've ever, ever played, but I'd want *Tomb Raider III* because it would provide some inspiration for my right hand – her new bend squat position is particularly inspiring! *Settlers III* is really complicated and interesting, so it would keep me occupied while I was there, and likewise *Final Fantasy VII* – that game has more hidden secret bits than every other game put together. I'd also have *Thief*, because it's just such a great idea for a game. It's so scary and very atmospheric that you'd forget you were stuck on a desert island all by yourself.

"It's a tough call to choose just one of these games, but if I had to it would be *Final Fantasy VII*. It's highly playable, completely absorbing and feels like it would go on forever."



## IF YOU GO DOWN TO THE WOODS TODAY

What has *Deer Hunter* started? The surprise animal-stalking hit of last year has spawned a host of imitators and established a genre. Having reviewed the lamentable



See Bambi squirm.

*3D Hunting: Grizzly* last issue (PCZ #72, 36%), we now bring you *Natural Fawn Killers* and *The Deer Hunter 2*.

*Natural Fawn Killers* is a piss-take of *Deer Hunter* (PCZ #68, 27%) that has you reaching for homing missiles and grenade launchers in your quest to wipe out the 'ickle fwuffy wabbits and fings – but watch out for the dinosaurs. These tremendously funny men promise to develop more titles. Fun. We can't wait.

*Deer Hunter 2*, the sequel itself, has finally crawled out of its hole to the delight of wildlife killers everywhere. It

now includes a 3D engine (albeit a Joey Deon-simple one), but it's still shit. It doesn't have deer shit in it though, which is always nice to know.

Both titles are available in the UK imminently through GT One Stop.



Aah! What a lovely little...!

# SPACE BASTARDS

## ON THIS MONTH'S COVER CD

INSTALL IT STRAIGHT AWAY!



WWW.SPACEBASTARDS.COM





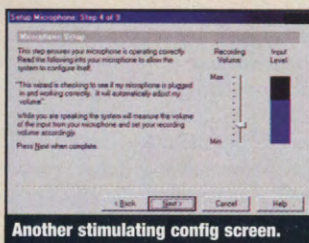
**★ NET-HEAD** Phil Wand

These days, none of this need happen – as long as you're running DirectX 6 and a copy of *Battlefield Communicator*, that is. BC is a real-time voice comms package that enables you to talk



**Choose your sound card warrior.**

However, such clever technology doesn't come without its problems. Both *Quake II* and *SiN*, for example, have to be run in 'maximum compatibility'



**Another stimulating config screen.**

But don't let us put you off - try *Battlefield Communicator* by visiting **[www.shadowfactor.com](http://www.shadowfactor.com)**. You may have better luck than we did.

## NOW PLAYING

## This game *has* to be worth a look

## HALF LIFE

[www.sierrastudios.com/games/half-life](http://www.sierrastudios.com/games/half-life)

As you sit on your arse reading this, online gamers are going absolutely bananas about a game called *Half-Life* (PCZ #71, 95%). Actually, going crescent-shaped yellow fruits doesn't quite cover it – many of the prominent review sites are heralding Valve's masterpiece not only as Game Of The Year, but also as Game Of The Decade, Best Game Ever, Game That Caused Me To Poo Myself Like I Did When I First Played *Doom*, and various other titles too grandiose to warrant lower-case letters.

What do we think of it? Well, we also think it's the best thing to hit the Internet in a long, long time. It's perhaps the most compelling single-player game yet; an experience shaped not by the action and the slick graphics engine, but by the plot. And multiplayer is just as engrossing. Although Sierra's disgracefully lacklustre marketing means much of its success will be earned through merit alone, an online community is already growing rapidly. Check out [www.valveworld.com](http://www.valveworld.com) to see what we mean.

A final word of warning: the *Half-Life* front end has proved to be rather temperamental, and Internet games suffer badly from lag. So keep a keen eye on **www.sierra.com/support** for all the official patches and fixes.

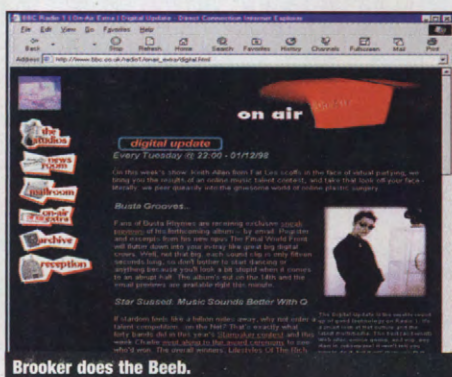


**Seems vending machines  
don't work *anywhere*.**



**Cool! Even Howard Stern's in it.**

## SPECIAL SITE OF THE MONTH

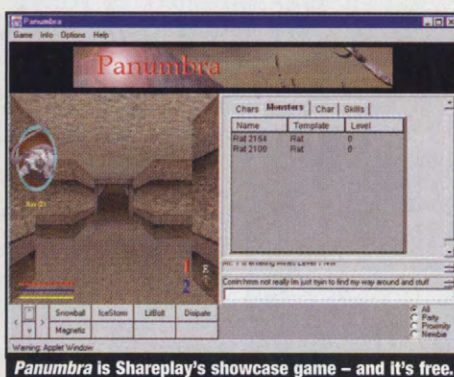


## RADIO 1 DIGITAL UPDATE

[www.bbc.co.uk/radio1/onair\\_extra/digital.html](http://www.bbc.co.uk/radio1/onair_extra/digital.html)  
It seems that our very own Charlie Brooker gets everywhere – sort of like the whiffy gas that accompanies abdominal cramps. In addition to regular appearances in UK games mags and his position as *PC ZONE's* resident agony aunt, CB is now online at the BBC Radio 1 website.

The week we were there, he'd trotted off to *Q* magazine's 1998 Starmaker awards to see who he could collar for a 'high-eyebrow' chat. Several anoraks, pop wannabes and impromptu Stylophone sessions later, he returned to the studios for a look at the latest *Star Wars* trailer. Updated every Tuesday, fans of the toon terrorist should love it.

## FREE ONLINE GAME OF THE MONTH



## SHAREPLAY

**www.shareplay.com**

Shareplay provides free, browser-based access to four massively multiplayer games: *Panumbra* is a real-time RPG written in *Java* and feels like a Web version of the board game classic *Sorcerer's Cave*; *Space Merchant* is a forms-based trading game where you can play as trader, pirate or mercenary; *Monarchy* is a turn-based strategy game where you strive to be ruler of the most powerful kingdom; and *The Magellan Conflict* is a game of space conquest where resource management and diplomacy are the keys to your success. While the games might not feel as carefully engineered as, say, *Meridian 59*, they're entertaining and they don't cost you a thing, which can't be bad.



**A real plot with real people and, er, stuff.**

# BETACALL

**A couple of graphical action adventures in beta this month. Both have the same outward appearance, but have very different goals**

★ *Horizon* is a new, free RPG in the alpha stage of development. Similar in theme to Solaria's *Earth 2025*, it could be quite big.

**Website:** [www.fcs1.com/alexd/horizon/](http://www.fcs1.com/alexd/horizon/)  
**Email:** [alexd@fcs1.com](mailto:alexd@fcs1.com)

★ **Illusia** is a graphical world aimed squarely at MUD and RPG players. The screenshots look triff; even the website's gorgeous. I like *Horizon*; it's currently in alpha

**Website:** [www.illusia.com](http://www.illusia.com)  
**Email:** [Kitty@Illusia.com](mailto:Kitty@Illusia.com)



# IT'S ABOUT TO GO OFF

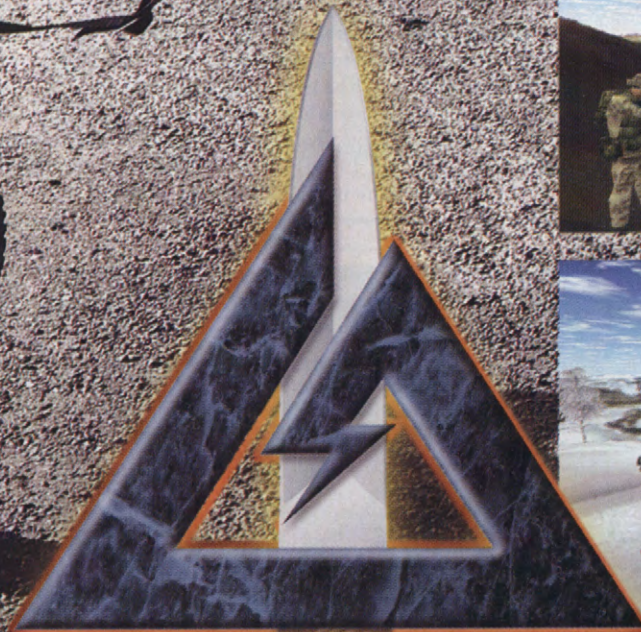
• 1ST OR 3RD PERSON ACTION •

• OVER 40 DEADLY MISSIONS •

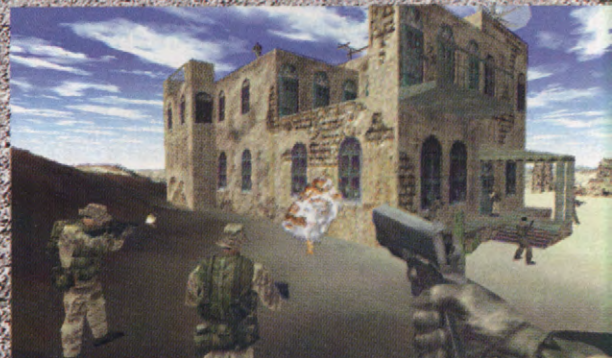
• VAST OUTDOOR ENVIRONMENTS •

• 30+ PLAYERS VIA NOVAWORLD.NET •

• DEVELOPED WITH MILITARY AID •



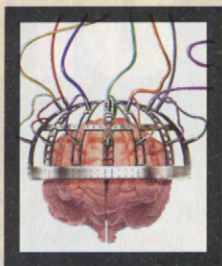
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# TECH HEAD

Will the Dreamcast give other console manufacturers sleepless nights?

★ DAYDREAMING Conor McNicholas

## DREAMCAST'S LIGHT SHADOW

Sega sell out of their 'PC in a box' console in day one in Japan

**F**allen videogame giant Sega began their fightback against rivals Sony and Nintendo on November 27 with the Japanese launch of their 128-bit console, the Dreamcast.

While Sega naturally hailed the launch as a great success, production problems meant that just 140,830 machines hit the streets – far less than demand required. At the time of going to press there were uncertainties over how many more would go on sale during the crucial pre-Christmas period. Sega had originally planned to ship one million Dreamcasts before the end of the year, but revised their target to 500,000 (and one million by March) following a delay in supplies of graphics chips produced by NEC and VideoLogic.

Meanwhile, with key title *Sonic Adventure* missing the launch day, just four games were initially available in Japan, of which only one, *Virtua Fighter 3tb* (team battle), is regarded as a triple-A title. 131,888 copies were purchased in the first week of sale.

### IMPORTANT

Despite the supply problems, imported Dreamcasts became available almost immediately in the UK, with some independent retailers, such as Computer Exchange (0171 916 8440), asking as much as £2,000 during launch weekend. Priced at 29,800 Yen (around £150) in Japan, imported machines can now be bought for around £350 in the UK, with the games priced between £60 and £80.

Some critics have already accused Sega of repeating the mistakes made with their previous

console, the 32-bit Saturn – that is, rushing out a machine before Sony and Nintendo (thus giving competitors a chance to better the specification) and, perhaps more importantly, failing to deliver a series of top-drawer games at the time of launch.

But don't write off the Dreamcast just yet. Who knows? It could have a record number of games available when it is officially launched in the US and Europe some time this autumn, partly due to the fact that PC games can be ported over easily. Sega are also planning a VGA box which will enable the DC to be hooked up to a PC monitor (presumably only for some hi-res games though).

**“Imported Dreamcasts can now be bought for around £350 in this country, with the games priced between £60 and £80”**

Meanwhile, all is relatively quiet from console rivals Sony. Many industry analysts had predicted that the company would announce the technical specifications of the 'PlayStation 2' shortly before the Dreamcast launch in an attempt to spoil Sega's party. While this

wasn't the case, industry rumours are growing, and suggest that Sony may use (writeable) MiniDiscs or DVD-ROMs as the storage medium for their second-generation console, with the inclusion of a built-in modem now considered a certainty. The new Sony machine is unlikely to be launched in Europe until the end of 2000 at the earliest.

The PlayStation, meanwhile, continues to go from strength to strength. In the run-up to Christmas, sales of the £99 console hit over 125,000 per week in the UK alone.

★ Over the coming months we'll be watching the development of the Dreamcast in relation to PC gaming in our revamped Console Zone (see page 31).

## FACTCANNON

★ Creative (01189 344322) refused to confirm it was coming at the time but, as predicted in the December issue of *PC ZONE*, the company have launched a cut-down version of the SoundBlaster Live! Value, which lacks some of the digital connectivity features and software of the full package, is available now at a street price of around £60 – a saving of around 50 per cent over the SBL.

★ Winnov (0181 399 3111) have launched the first Universal Serial Bus-based camera capable of capturing video and audio data simultaneously. The Videum USB Video Camera, which features a built-in microphone, costs around £100.

Meanwhile, Iomega (0700 466342) have launched The Zip 100 USB, a USB version of their Zip drive storage device, costing around £130.

★ Details of VideoLogic's next gen 3D accelerator technology for PCs are finally emerging. Part of the same family of PowerVR Series 2 processors that are being used in Sega's Dreamcast consoles and Naomi arcade machines, the PowerVR 250 is said to be capable of shifting up to five million polygons per second, and is expected to feature in new accelerators some time this spring.

★ 3Dfx announced that they have already shipped over one million Voodoo Banshee processors, the company's integrated 2D and 3D graphic accelerator chip launched late last year. Meanwhile, the company have acquired STB Systems, which may affect 3Dfx's working relationship with STB's rival video board manufacturers Creative Labs and Diamond Multimedia.

★ Beleaguered Microsoft have found yet another enemy in California-based peripheral manufacturer Goldtouch Technologies, who claim that the MS IntelliMouse Pro is based on Goldtouch's original design. Goldtouch Technologies are seeking a cool \$1 billion in damages. Nice.



*Sonic Adventure*: speeding to the Dreamcast soooooooooooooon.



Thar she is, boys. Now stop droolin' and form a queue. She can take on all o' yus.



This fits into a Dreamcast controller and it can save games. It can even play games itself.

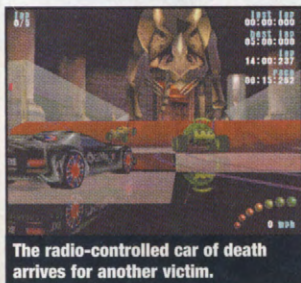


The Dreamcast controller: smaller and heavier than you'd expect. A bit like Pamela Anderson.



# RE-VOLTING

Radio-controlled cars – they're mad



The radio-controlled car of death arrives for another victim.

Acclaim have now released screenshots of their new racer, *Re-volt*. Bringing a new twist to the racing genre, *Re-volt* puts you in control of a radio-controlled car. Yours is one among many which have developed a life of their own and escaped from the prison of the shop shelf.

Falling somewhere between *Micro Machines* (PCZ #13, 70%) and *Carmageddon* (PCZ #65, 95%), *Re-volt* swaps traditional racing game realism for fast-paced action. The cars are impossible to break, but you can drive and tumble just about anywhere, so you have to do anything to succeed in the race.

The single-player game features 28 cars to control across 14 tracks. The multiplayer game supports up to 12 players and has four dedicated multiplayer arenas. *Re-volt* also comes with a full track editor. Due this summer.



Impressive reflections form part of the slick graphics.



A stereotypical toy store, yesterday.

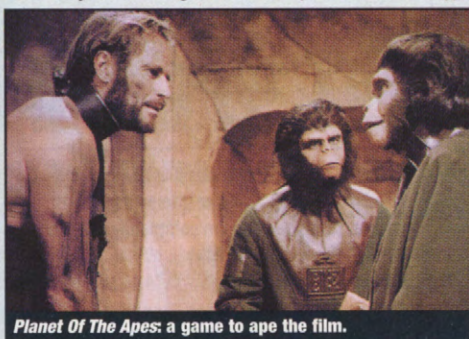
# FOXY APES

Fox to release *Planet Of the Apes*-based game

Bring out your funky gibbons – Fox Interactive have announced they are to release a game based on the *Planet Of The Apes* film.

The game is being produced by a French company, but is unlikely to see the light of day until Christmas, and as such development is taking place under tight secrecy. It's not clear whether the game will be based on the original 1968 movie or on the new *Planet Of The Apes* film currently in production by 20th Century Fox. It's not even clear what kind of game it will be. We can, however, reveal that it will definitely have apes in it. At some point. Probably.

Fox have also announced that they are working on a follow-up to *Die Hard Trilogy* called, er, *Die Hard Trilogy II* (That'll make six games, then – Pedantic Ed), and *Croc 2*, the follow-up to last year's cute scaly hit (PCZ #63, 79%). There's also confirmation that we'll be seeing the forthcoming *Alien Resurrection* on PC as well as PlayStation in the autumn.



Planet Of The Apes: a game to ape the film.

## SHORTS

### ULTIMA-TE ONLINE GAME

*Ultima Online* is the best-selling Internet game of all time, hitting the 100,000 sales mark, according to PC Data.

"*Ultima Online* has far surpassed our expectations," said Richard Garriott, creator of the game. A dedicated *Ultima Online* server was established recently in the UK to improve play, and the latest version of the game shipped with a translator to help international play.



### SOUND REVOLUTION

Details are emerging of EA's forthcoming *Nascar Revolution*. The focus this time will be accuracy and reality, and the Staccato Systems sound engine models the noise from the engine so that it changes depending on what happens to it during the game. *Nascar Revolution* should be out very soon.

# FOR THE RECORD

"Yeah... well, mostly you die."

Jason Kingsley of Rebellion when asked if there are to be different endings in the forthcoming title *Aliens Vs Predator*.

"I think you'll hear more then your fair share of bleeps. If there is a cheat code, they certainly didn't tell the producer about it."

Yeah, right. Peter Wannit, Producer of the *South Park* game comes clean on Cartman and Co's filthy language.

"I know the game was bugged. He [a fellow PR] should have given it to you on a gold CD and told you it was early code."

A PR person gets a sudden attack of honesty.

"In *Trespasser*, if you see an item on the ground, you walk up to it, use the mouse to look at the item, hold down the 'extend arm' key, hold down the 'crouch' button to bend down to get the item close enough to your hand, and then use the mouse to aim your hand at the item. If that's the way to get interactivity, my next game will have 'inhale' and 'exhale' buttons. You'll all pay, then."

Harry Teasley, game designer for Valve Software, developers of *Half-Life*.

LANDER CRAFT ARE RESPONSIVE, SHARP AND BUILT FOR SURVIVAL.



LANDER  
HANDLE WITH CARE



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# CHARTS

What's up, what's down, what's going around. And, most important, the buzz on the street from the people who really matter – that's you



## THE MEGASTORES TOP 10

DEC	JAN	TITLE	LABEL	GROUP	REVIEW SCORE
-	1	<b>TOMB RAIDER III</b>	EIDOS INTERACTIVE	EIDOS INTERACTIVE	91%
-	2	<b>FIFA 99</b>	EA SPORTS	ELECTRONIC ARTS	92%
-	3	<b>HALF-LIFE</b>	SIERRA ONLINE	CENDANT	95%
-	4	<b>FALCON 4.0</b>	MICROPROSE	MICROPROSE	95%
-	5	<b>SOUTH PARK THEME &amp; SCREENSAVER</b>	TELSTAR	TELSTAR	NOT REVIEWED
3	6	<b>GRIM FANDANGO</b>	LUCASARTS	LUCASARTS	90%
-	7	<b>POPULOUS III: THE BEGINNING</b>	BULLFROG	ELECTRONIC ARTS	92%
-	8	<b>TEST DRIVE 5</b>	ACCOLADE	ELECTRONIC ARTS	50%
-	9	<b>TITANIC – ADVENTURE OUT OF TIME</b>	EUROPRESS	EUROPRESS	NOT REVIEWED
-	10	<b>FOOTBALL WORLD MANAGER</b>	UBI SOFT	UBI SOFT	60%

## THE TOP 10

DEC	JAN	TITLE	LABEL	GROUP	REV SCORE
-	1	<b>TOMB RAIDER III</b>	EIDOS	EIDOS	91%
-	2	<b>FIFA 99</b>	EA SPORTS	ELECTRONIC ARTS	92%
-	3	<b>HALF-LIFE</b>	SIERRA ONLINE	CENDANT	95%
1	4	<b>COMBAT FLIGHT SIMULATOR</b>	MICROSOFT	MICROSOFT	79%
-	5	<b>SOUTH PARK THEME &amp; SCREENSAVER</b>	TELSTAR	TELSTAR	NR
-	6	<b>LEGO CREATOR</b>	LEGO MEDIA INTL.	LEGO MEDIA INTL.	NR
-	7	<b>GANGSTERS: ORGANISED CRIME</b>	EIDOS	EIDOS	58%
10	8	<b>COLIN McRAE RALLY</b>	CODEMASTERS	CODEMASTERS	93%
8	9	<b>TITANIC – ADVENTURE OUT OF TIME</b>	EUROPRESS	EUROPRESS	NR
17	10	<b>MICROSOFT FLIGHT SIMULATOR 98</b>	MICROSOFT	MICROSOFT	94%

(Compiled by Chart Track © ELSPA 1999)

### THE BUZZ ON THE STREETS

"If *South Park* can get in the charts on the back of a crappy screensaver (for £19.99!) then how many is the game going to sell when it comes out?! I can't wait."

**Bryan Thompson, London**

"Why is *Lego Creator* in our chart? Surely that's for kids? They should have a chart of their own and keep their crap multimedia out of ours."

**Simon Parkes, Bristol**

"I'm glad *Tomb Raider* made it in at number 1 again. It's the best series of games this country has ever produced and I'm completely addicted. And yes, I do fancy Lara."

**William, Middlesbrough**

"It's true! Bums 'n' tits sell. Or has the popularity of Ms Croft gone beyond that?"

**Robert Edwards, South Wales**

"I've got a theory about why the charts are all so f\*\*ked up at this time of year. It's Christmas, isn't it? So there are loads of grannies and mums who've got no idea about good games buying stuff – 'Ooh look! That *Gangsters* game looks exciting...' Load o' rubbish."

**Nick, Nottingham**

"No surprise that *Tomb Raider III* is at number 1. You can't move without having Lara stuffed down your throat (ahem) at the moment."

"*Colin McRae Rally* at number eight? Not bad for a game that most people couldn't get to work. I suppose it's all hail to the Christmas marketing binge."

**Jonathan, London**

## CHART COMMENT

Just watch that girl go. Lara storms into the top spot, tits blazing, and relegates *Half-Life* to a surprise number 3 position. Proof that for PC gamers – just like everyone else – when it comes to choosing between sex and violence, people go for a shag over a frag any day of the week.

But what of *FIFA 99*? More people into football than blasting aliens? That figures. It's also good news for *CM3* when it hits the streets – watch it blow everything else away.

*Gangsters* has made a surprise entry at number 7 despite being a bit pants, really. Then again, if this chart was any reflection of how good games were, you wouldn't still have bloody *Titanic* at number 9, would you? Great British public, eh? There's no accounting for taste.

**Conor McNicholas**

## RETRO CHARTS

### 1 YEAR AGO...

- 1 **Quake II** *Activision*
- 2 **Tomb Raider II** *Eidos/Core Design*
- 3 **FIFA: Road To World Cup** *EA Sports*
- 4 **Championship Manager 97/98** *Eidos*
- 5 **Microsoft Flight Simulator 98** *Microsoft*

### 2 YEARS AGO...

- 1 **Command & Conquer: Red Alert** *Virgin*
- 2 **FIFA 97** *Electronic Arts*
- 3 **Encarta 97** *Microsoft*
- 4 **Flight Sim 6** *Microsoft*
- 5 **Tomb Raider** *Eidos*

### 5 YEARS AGO...

- 1 **Rebel Assault** *US Gold*
- 2 **Day Of The Tentacle** *US Gold*
- 3 **Dracula Unleashed** *Mindscape*
- 4 **The 7th Guest** *Virgin*
- 5 **The Journeyman Project** *Gametek*

## COMPETITION

## WIN THE ENTIRE VIRGIN TOP 10!

PC ZONE and Virgin have teamed up to give you the chance to win every game in the current Top 10. All you have to do to enter the draw is answer this simple question:

**Question:** Name a European city that Lara visits in *TRIII*

Just answer the above question and send it on a postcard, along with with *all* the information requested, to the address below.

- ★ Name / Address / Postcode / Daytime phone number / Email / Job title / Company name / Age if under 18
- ★ Please tell us if you do not wish to receive details of further special offers or new products from other companies
- ★ Are you a current subscriber to PC ZONE?

Send your answers on a postcard to: **PC ZONE Chart Compo (73), 19 Bolsover Street, London W1P 7HJ. Closing date: Monday 11 February**

★ Terms and conditions: Winners will be notified by post. No cash alternative. Prizes not necessarily as shown. No correspondence will be entered into. The Ed's decision is final. All the other usual competition rules, conditions and restrictions apply. Capiche?



Cruise missile in yer face!

# WET FOX

Jane's combat game used in Operation Desert Fox

★ **CONSCRIPTED** Conor McNicholas

**E**lectronic Arts announced *Fleet Command*, the latest Jane's combat sim release, and immediately saw it used on American TV to illustrate US attacks on Iraq.

NBC Special Reports used the game to simulate likely scenarios in Operation Desert Fox and see what was likely to happen. *Fleet Command* is a naval strategy game that sees you commanding a fleet (never!) of sophisticated warships from frigates to nuclear-powered aircraft carriers. The game is based on reality, and your mission is to react to crises that break out so that you can maintain peace.

According to EA, the Jane's Combat Simulations team worked closely with NBC to prepare several hours of footage from *Jane's F-15* and *Jane's Fleet Command*. NBC and Jane's will be working together in the future to produce further military illustrations for the TV network.



A battleship. And it's all yours.

# NOT 'FINAL' AT ALL, THEN

*Final Fantasy VIII* – you know you want it!

★ **FANTASIST** Conor McNicholas

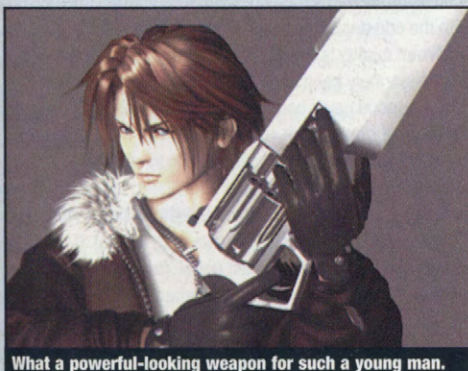
*Final Fantasy VIII* will be coming out on PC, and *sheeeet!* it looks good. Details are emerging of the new adventure (and follow-up to *FFVII*, unsurprisingly enough) which is due for release at Christmas.

In the new game, Squall attends a military school known as The Garden, where he learns the skill of magic. As well as aiming to graduate, he hopes to join an elite force known as SeeD, an option available only to gifted pupils.

The new episode will feature a new field graphics system, a new and improved combat system, and an extensive magic system that enables you to draw in magic and hold it before using it on opponents. The Summon Monsters function will be

replaced by The Guardian Force, and monsters summoned will learn as they gain experience by fighting and completing tasks.

No UK publisher has been confirmed as yet, but it looks like Squaresoft's worldwide deal with Electronic Arts should mean that it'll be out over here through EA rather than Eidos.

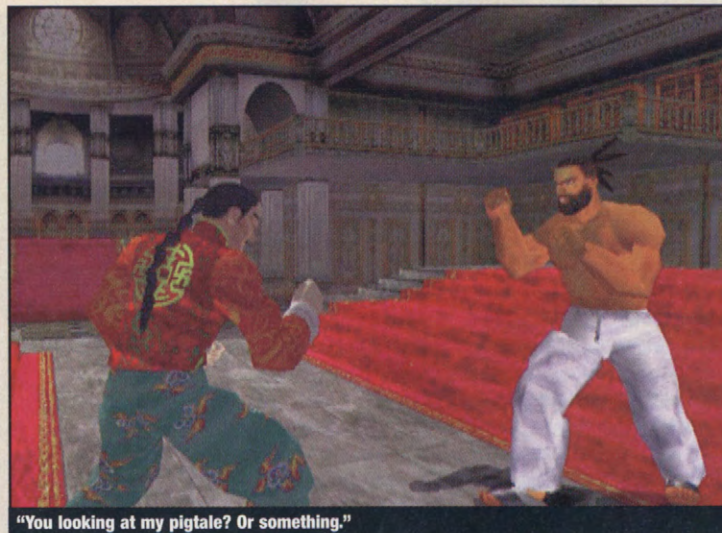


What a powerful-looking weapon for such a young man.

# CONSOLE ZONE

So many consoles, so little space. So what does it all mean for PC gamers?

★ **DREAMCAST** Matthew Burgess



"You looking at my pigtail? Or something."

Dreamcast has arrived. Sega's cute white hope and the first of the next generation of games consoles has finally been released in Japan and settled into the import shops in the UK. Dreamcast is going to have a huge impact on the PC games world (and vice versa) because Sega's new machine is basically a stripped-down gaming PC in a box (see Tech Head on page 28 for more info), so transferring Dreamcast games to PC and PC games to Dreamcast should be as easy as falling off a greased pig.

With the delay of *Sega Rally 2* and *Sonic Adventure*, the first batch of games are not the hype monsters Sega hoped for. *Godzilla: Generations* is a fairly tedious stomp 'em up, *Pen Pen Tricelion* a sweet-but-shallow racer and certainly no *Diddy Kong Racing*, and *July* an incomprehensible RPG. Even the flagship *Virtua Fighter 3tb* is slightly disappointing. It's not a pixel-perfect translation, and there are issues with the two-player mode, but ultimately it's still better than *Tekken 3*.

Looking ahead to crossover with the PC, several existing PC titles (including *Incoming*, *Half-Life*, *Unreal* and *Monaco Grand Prix Racing Simulation 2*) are currently being converted, with many forthcoming PC releases such as *Galleon*, *MDK 2* and *Rayman 2* scheduled to appear on the Dreamcast console too. Future arcade-to-Dreamcast conversions from Sega, such as *Virtua Striker '99*, *Virtual On 2*, *The Lost World: Jurassic Park* and *Daytona USA 2: Battle On The Edge* are likely to make the jump to PC eventually.

Elsewhere, this was probably the last Christmas for the PlayStation. With 128-bit big guns just over the horizon, it seems as though Sony's 32-bit box is resting on its laurels. PlayStation blockbusters of the moment all seem to be sequels like *Tomb Raider III* and *FIFA 99* – both good games, but nothing you can't play in improved form on the PC. The exception is *Metal Gear Solid*, a stunning adventure shooter that has left those in the console press breathless, it cleared up with maximum scores almost everywhere, and should be top of your list if you have a PlayStation (did you hear that, Lara?).

The N64, on the other hand, is going from strength to strength, though it's probably now too late to save it from the looming commercial dumper. Great Nintendo games have always had a unique X-factor that has put them in another league to the competition, and nowhere is this more evident than in the outstanding *Zelda: Ocarina Of Time*. It's a truly stunning game, both graphically and in the involving gameplay. You'll almost certainly never see it on the PC, and it's worth buying an N64 for *Zelda* alone – yes, it's that good. Add *Mario64* and *GoldenEye* and you have to ask yourself why you haven't got one already.



*Metal Gear Solid*: good, and stuff.



Awesome. But shall n'er be seen on PC.



# The Man who KNOWS

SAME OLD, SAME OLD...

**Lara Croft** is set to become an ambassador for Britain. In a government drive intended to raise our profile as a nation of technology, this proposal originated from the Science Minister, **Lord Sainsbury of Turville**. "I want people when they think of this country to think of such scientific achievements as Thrust, the first supersonic car, and the Psion palmtop computer. I want Lara Croft to be an ambassador for British scientific excellence," barked Lord Sainsbury, seemingly oblivious to the fact that she doesn't actually exist.

Meanwhile, it has become apparent that **Tomb Raider III** has a major bug. Following the gripes of numerous disgruntled gamers, the following statement was issued by **Adrian Smith** of **Core Design**: "Temple Ruins: if you save your game in the room with the statue [at the bottom of the slope] and then go back into that room later in the game [there is no reason to], then you won't be able to go through doors that have already been opened, thus you won't be able to complete the level. The solution to this is to not save the game in this room and don't return to it." A patch was issued by Core last week to address the problem, and Smith noted: "The player's save file will not load on Temple Ruins with the new patch if they experienced the problem with the invisible doors. The only thing they can do is replay that level."

Bizarre news regarding forthcoming RPG **Silver** suggests that heavily sideboarded indie rockers **Supergrass** showed an interest in adding their voices to the game. According to **Samantha Evans** at **Infogrames UK**, "Supergrass did actually record some of the voice-overs, but we were unable to use them in the end. It had nothing to do with anything legal, it was just bad sound quality that stopped us." If only the same rationale could have been applied to their music.

**Microsoft** have canned **Shadowrun**, the RPG based on the **FASA** pencil and paper game. According to a source close to the project, "Lack of funds is cited as the reason, after three years of development. I think it is important just because of the waste of the potential this game had to offer, especially with the lack of good sci-fi/cyberpunk multiplayer RPGs."

A more amusing problem has beset **EA's The Creed**, namely that of foul and abusive language. After talks with EA, developers **Insomniac Entertainment** have had to alter parts of the game's script. "If you received one of the alpha versions of the game you are aware that there was some profanity in some of the dialogue," said a spokesperson. "There were some concerns about this at EA's headquarters in San Mateo, and we have since gone back and toned down the language." F\*\*king stupid twats.

# BUGGED GAME

Disney in fully grown-up game shock

FLY PAPER Conor McNicholas

**D**isney Interactive are about to release their best ever game, this time based on the forthcoming Disney movie *A Bug's Life*.

The game is a lush 3D free-roaming action/platform with the emphasis on problem solving. All that gubbins means it plays somewhere between *Pandemonium 2* and *Mario64*, and promises to be one of the best-looking games out this year.

The game *A Bug's Life* spans 15 large levels and was

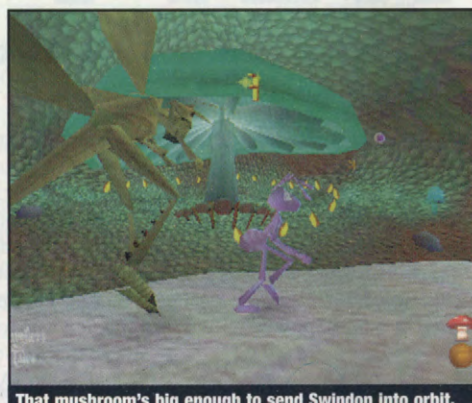
developed by Travellers' Tales, the company responsible for the cross-platform hit game *Toy Story* (also based on its like-named Disney movie), and *Sonic R* on the Saturn.

You experience the great outdoors from an insect's perspective where, for instance, raindrops suddenly become hazardous objects.

A *Bug's Life* is released on PC this spring to coincide with the UK release of the film on Monday 1 February.



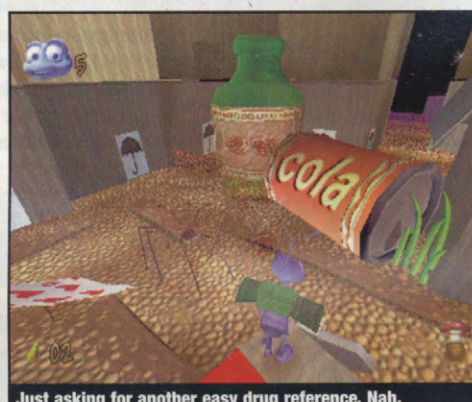
Acid victim and E-head made their way to the club.



That mushroom's big enough to send Swindon into orbit.



Look at me, ma! I'm flying!



Just asking for another easy drug reference. Nah.

## PCZONE News Editor wanted

Want to work for your favourite PC games magazine?

*PC ZONE* is currently Britain's best-selling PC games magazine. But we're not resting on our laurels. We want to make *ZONE* even better and to that end we've carried out some reshuffling, with the result that we're now seeking a News Editor.

You will be responsible for managing the 20-page news section. This will include keeping in touch with developers to ensure we get the latest-breaking news stories and staying abreast of issues relevant to PC games players. You may also be required to manage news freelancers to ensure they provide their copy on time and to our usual high standard.

The ideal candidate could be an existing staff writer gagging for a move up, or a section editor keen to move to a quality title like *ZONE*. Or you might not be in the

magazine business at all but you're keen to join the endless riot of parties, lunches and foreign trips (mixed with the odd deadline or two, of course). The most important quality is that you're passionate about games and desperately keen to be a part of *PC ZONE*. Industry contacts, good news hound skills and a database of freelancers would be an advantage.

*PC ZONE* has a friendly eight-person editorial team and is published by Dennis Publishing. Based in London's West End, Dennis also publishes *Maxim*, *Auto Express*, *Hi-Fi Choice* and *PC Pro* (among others). If this sounds like the job for you then get writing. Send your CV to: Janene Granger, Personnel Manager, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ. Or email us at [mhigham@dennis.co.uk](mailto:mhigham@dennis.co.uk). We're waiting.



# REINFORCEMENTS

## More Commandos on their way

★ **STANDING TO ATTENTION** Conor McNicholas



The graphics are almost photo-realistic.



Move the little people about. Move them!



My, what a lovely big... etc, etc.

Edios are releasing *Commandos: Beyond The Call Of Duty*, a new and improved *Commandos* game. Rather than an add-on pack, it's an eight-mission stand-alone game (so you won't need a copy of the original) featuring a host of improvements on the successful *Commandos: Behind Enemy Lines* (PCZ # 66, 87%) released last August.

For a start, the whole thing runs in a higher resolution, making

for stunning detail, and maps can now be twice as big as before. There are new German troops, more aircraft, more tank units, new weapons, new decoys (rocks, cigarette traps, handcuffs), faster loading times and improved AI. More features are due to be announced next month.

★ *Commandos: Beyond The Call Of Duty is released in March.*

## MYTHICAL EDITOR

Bungie have announced that *Myth 2: Soulblighter* will now ship with a game editor.

The follow-up to *Myth: The Fallen Lords* (PCZ #58, 80%) contains an editor made up of two parts, called Fear and Loathing. The Fear part enables you to control units and objects in the *Myth* world, enabling you to change the attributes of units and the way they attack, etc; the Loathing part is a full map editor that enables you to create your own games by placing units and sound sources. You can also paint textures directly onto a 3D mesh to create your own maps.

★ *Myth 2 is released in the UK in January through GT Interactive.*



Little blighters, we can only assume.

## COMPETITION WINNERS

Have you won? Maybe.

If you entered, that is

CHART COMPO: ISSUE #69

Jonathan Asquith,

West Yorkshire

ISSUE #70 Richard Baldock,

Birmingham

ISSUE #71 Gareth Edgar,

Manchester

JIMMY WHITE'S CUEBALL,

ISSUE #69

Too many winners to

mention here, so here are

just a few of them:

J Watkins, Oxford;

Jackie Brennan, Lancs;

Ian Potter, Norwich;

Matt Hemsley, Leics;

Matthew Warman, Watford;

A Watkins, Kent;

Dave Walker, Portsmouth;

P Spyropoulos, London;

Aaron Gilling, Notts

SOUTH PARK, ISSUE #71

Miss L Keith, Southampton

(Ooh! A girl!);

David Hebson, Cumbria;

Rachael Sadler, Essex (Ooh!

Another one!);

A Garrard, Essex;

Polli Camp, Hull

SCREAMING LIKE A

BANSHEE, ISSUE #71

G Sillence, Hants;

Tracy Martin, Surrey;

Thomas Hudson, Walkden;

P Knowles, Wolverhampton;

David Constable, Kent;

Stephen Evans, Surrey;

Gerry Dowling, Frimley;

J Ramsden, Norfolk;

Giles Matsell, Nottingham;

R Williams, Newcastle

Congrats and all that to the

lucky winners. Next time, it

could be yooooooooo...

## TICKER TAPE

**STARTS++** Looks like *Thief: The Dark Project* is going to spawn a sequel. Tom Leonard, from developers Looking Glass, said during a Net chat with fans that the company is assuming it will go ahead **++STOP++** Speaking of Looking Glass, they have announced that *System Shock 2* will have an intelligent character-generation system where you can make decisions about the kind of character you are, and will learn throughout the game depending on your actions **++STOP++** Developers A-Team, who produced *Action Quake II*, the *Quake II* engine-based movie, are currently working on *Action Half-Life*, to be released soon **++STOP++** Westwood have released a free downloadable add-on pack for *Dune 2000*. It's available from their website ([www.westwood.com](http://www.westwood.com)) and features ten new multiplayer maps and loads more **++STOP++** Still warm from the D-ROM burner, *SiN* and *Half-Life* already have extensive patches available. *SiN*, generally recognised as having as many bugs as a month-old corpse, has a whopping 18Mb patch. Some people in the *ZONE* office can remember when entire games were that size – except because of alcohol abuse they don't. Both patches are available on this month's cover disc, as are patches for *Blood II*, *Tomb Raider III*, *Delta Force*, *Settlers III*, *Carmageddon II*... Oh, just go to page 142 **++ ENDS**

# FREE!!!



## FEATURES

Check out the Player Manager web site for our latest update, which when downloaded allows you to:

- Update latest player transfers + statistics.
- Save your team onto floppy disk, take it to a friends house and play against them.
- Create your own league with up to 8 human players.
- Receive indepth match reports on any team from any division.
- Watch any match being played anywhere.
- 100's of new players.

## NEW FEATURES COMING SOON

- Full office network version - set up your first ever office tournament.
- The world's first ever online football management game.

## PLAYER MANAGER SEASON 98/99

can be purchased from any good games retailer or via the internet at:

[WWW.ANCO.CO.UK](http://WWW.ANCO.CO.UK)

# ANCO

# "YOUR CAREER STARTS HERE"



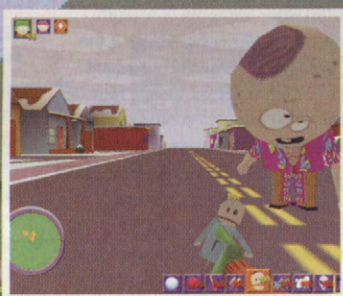
# HOTSHOTS

In which **PC ZONE** takes a look at hot new games that will be coming your way soon. This month, we've got brand new screenshots from Acclaim's *South Park* and LucasArts' *Indiana Jones And The Infernal Machine*

## SOUTH PARK

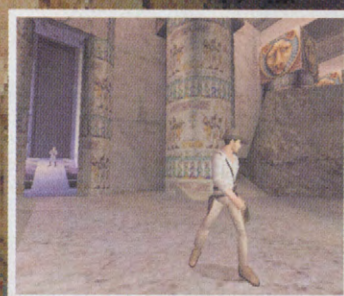
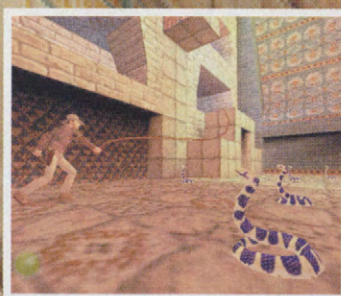
★ Acclaim • Out February

Sod your *Daikatana*s and your *Quake III*s; this is the game of the year – the one you're going to be playing multiplayer until you die of thirst, dessicated at your keyboard. It's *South Park* and it's going to be bigger than Cartman's fat ass. It's got, like, mad shooting stuff around the town of South Park, it's got all the characters from the cartoon, big explosions and anal probes and cows and Chef singing and Mr Hanky the Christmas Poo and... and... And we want it now! We'd buy an N64 just to be able to play it. But we don't have to, because it's coming out on the PC. And this is what it's going to look like.



CARTMAN KYLE STAN KENNY





# INDIANA JONES AND THE INFERNAL MACHINE

★ LucasArts • Out February 15

How cool is this? Indiana Jones makes his 3D debut in this action adventure from LucasArts. Set in locations all around the world, the game was originally based on the *Jedi Knight* engine, but LucasArts have done some hefty tinkering to allow for bigger levels and true colour images throughout. It looks awesome, but it's LucasArts' gameplay skills that look set to make the game stand out. As with *Jedi Knight*'s lightsaber, Indy's whip plays a major role in getting you through, and puzzles and lateral thinking problems abound. Kind of *Grim Fandango*... but not like *Grim Fandango*. Totally different, and based on a movie. You can also look forward to an extensive multiplayer mode.









**F-16**  
AGGRESSOR

**40 OF THE MOST LIFE-LIKE MISSIONS YOU'LL EVER FLY.**  
**"92%" - PC ZONE. AVAILABLE ON PC CD ROM.**





Copper and his father make camp, unaware of the mayhem to follow.

# Never mind the goblins, here's...

# LANDS OF LORE III

Taking the *Lore* into his own hands, **Paul Mallinson** finds out how the latest title in this long-running fantasy RPG series is coming along

## THE DETAILS

**DEVELOPER** Westwood Studios  
**PUBLISHER** Electronic Arts  
**WEBSITE** [www.westwood.com](http://www.westwood.com)  
**OUT** February

## WHAT'S THE BIG DEAL?

- ★ Much improved 3D engine
- ★ Simplified control system
- ★ Enhanced role-playing elements
- ★ Superb online map/help system

**F**unny, isn't it, how Westwood spend four years working on the last *Lands Of Lore* adventure, but take just over a year to come up with the third title in this ever-evolving series? But then who's complaining? As far as we're concerned, they can keep 'em coming.

Accessible, involving and (reasonably) pleasing to look at, *Lands Of Lore: Guardians Of Destiny* (PCZ #56, 92%), the second instalment, made a lot of friends here at PC ZONE. Part three looks set to continue that trend.

Louis Castle, executive vice president of Westwood Studios and executive producer on *Lands Of Lore III*, explains the evolution of the series: "Westwood want to make games that are not only entertaining, but also very accessible to the masses. The idea that role-playing games are a lot of fun is not new to hard-core role-players - they know that. The fact that role-playing games can be played by the average mortal is news

to a lot of people (*laughs*). In *Lands Of Lore I*, we learned a lot of lessons and tried lots of experiments - we went for a multi-character party that people could come and go from. In *Lands Of Lore II* we took that to the next level, with one main character who could change between three races and could be any type of class you wanted. In *Lands Of Lore III* we're actually expanding on those ideas quite a bit.

"There are four key elements that we really feel make *Lands Of Lore III* unique, advanced, and state-of-the-art in terms of role-playing games."

## ACCESSIBILITY

"First and foremost, we felt that the interface had to be more accessible - even better than a *Quake*-type game. It has to be as easy as pie - jump-right-in simple."

That, it seems, is already the case. An active cursor takes care of movement and exploration, much the same as before, only this time every item in the game is fully backed up with 'tool tips'-type text which helps explain things as you go along. Also, new inventory items 'sparkle' for a

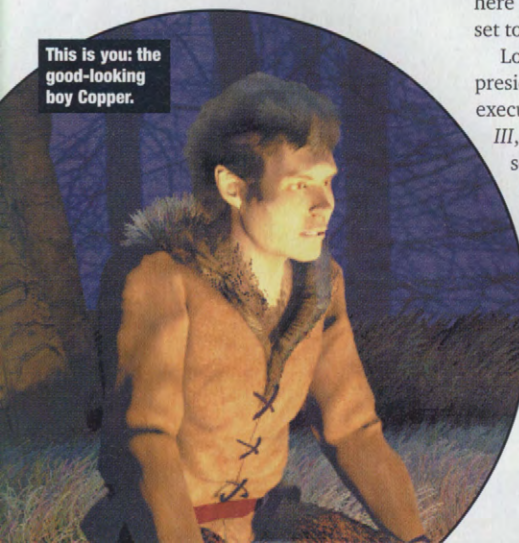
few minutes to indicate there's more to find out about them. "The idea is to make people feel excited when something changes," explains Louis.

## ROLE-PLAYING

"The second key element is that we're going to include more role-playing elements in this game. Not only as many as we had in *Lands Of Lore II*, but also all the things from *Lands Of Lore I*, then we're going to add on top of that. Hopefully, making the game much easier to use actually facilitates the goal to add more to it."

Although Westwood shied away from including a 'class' system (the 'lifestyle' your character chooses

This is you: the good-looking boy Copper.

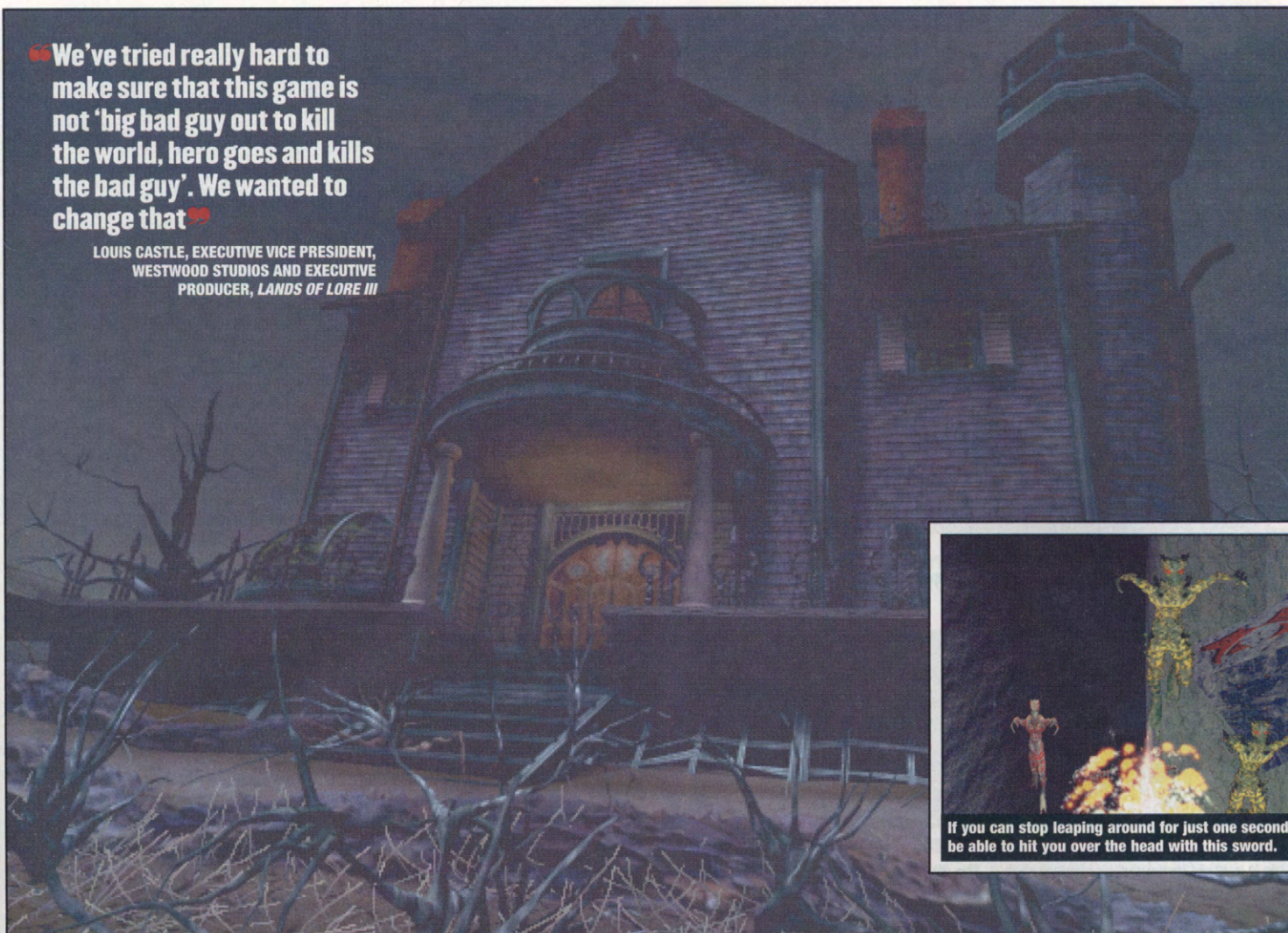


Some over-the-top coloured lighting and a bevy of bathing beauties. In a role-playing game! It must be Christmas.



**“We’ve tried really hard to make sure that this game is not ‘big bad guy out to kill the world, hero goes and kills the bad guy’. We wanted to change that.”**

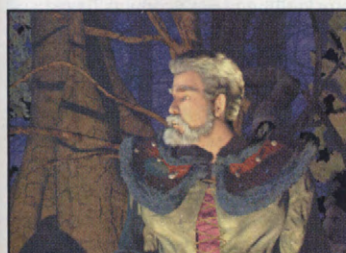
LOUIS CASTLE, EXECUTIVE VICE PRESIDENT,  
WESTWOOD STUDIOS AND EXECUTIVE  
PRODUCER, *LANDS OF LORE III*



As we have come to expect from a Westwood adventure, the pre-rendered cut-scenes are stunning.



If you can stop leaping around for just one second, I might be able to hit you over the head with this sword.



*Lands Of Lore III* is set in a fantasy world of orcs, goblins – oh, and neatly-trimmed beards.



The whole place ignites as an ungodly spirit rages after you. *Shades of Realms Of The Haunting*, or what?



That little red bloke is actually on your side. He's a 'familiar', or sidekick, that you can summon for help at any time.



There is a definite sense of scale now that the 3D engine has been overhauled. In previous games, the whole place looked as though it was made of cardboard boxes.

*Lands Of Lore III* will be chock full of magical SFX – the game's designers are now a dab hand at that sort of thing.



## BEYOND THE PORTAL

Beyond the walled city of Gladstone you will find many strange and wonderful worlds to explore. Here's a taste of what's to come



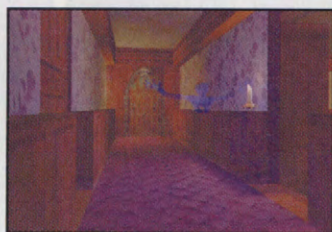
### RULOI HOMEWORLD

The homeland of the Ruloi – the slavers who brought their Citadel ship to the Claw Mountains on the southern continent.



### SHATTERED DESERT

This is a world torn apart by nuclear war and Tiberium poisoning. In the bowels of an abandoned NOD temple, your arrival has awakened the defence computer.



### UNDERWORLD

The dimension of the insane, the damned and the dead. A haunted Victorian manor house occupied by tortured creatures resides at its heart.



### FROZEN WASTES

A place that exists outside the dimensional boundaries of Gladstone, once watched over by a powerful necromancer from a big white tower.



### VOLCANIC CAVES

This is a realm of fire pits and cracked surfaces. You delve down through many layers of rock, travelling down channels filled with molten lava.



The game can be played full-screen, or like this – with the inventory down the side.

CV



### WESTWOOD STUDIOS

Though they're better known for games such as *C&C* and *Red Alert*, in the dark and distant past, Westwood have, in fact, made RPG history

**1987** Westwood's seminal *Dungeon Master* rip-off, *Eye Of The Beholder* is released.

**1989** *Eye Of The Beholder II* comes out – it's the best RPG of its time. On the Amiga.

**1993** Tile-based adventuring with a quality edge in *Lands Of Lore: The Throne Of Chaos*.

**1997** Westwood's first 'proper' 3D RPG is released in the shape of *Lands Of Lore: Guardians Of Destiny*. (PCZ #56, 92%)

to act out) in the second game, they plan to bring it back for the third instalment.

"Most people have no idea what 'class' is, much less which would be the right one to choose," says Louis. "So the game's designers have placed

a number of 'guilds' in the city, each one with a 'salesman' who tries to convince you to join their ranks." Apparently, you'll be able to select from cleric, magic user, thief or fighter classes.

Other new features directly related to this are 'familiar', which follow you around, offering advice and mucking in when it comes to combat. A number of shops will also provide buying/selling opportunities – something else that didn't appear in the last game.

### STORYLINE

"The narrative is very important to us and we want to advance the art of storytelling in our products," says Louis, "so how we take the story to the next level is our third key element.

"We've tried really hard to make sure that this game is not 'big bad guy out to kill the world, hero goes and kills the bad guy'. We wanted to change that."

And change it they did: the Draracle (an ancient noble being who played a pivotal role in part two) has



The voxel-based characters don't look particularly hot, but they take up less processor power, which enables the game to run smoothly.





*Lands III* has about half as much geography as *Lands II*, but the worlds are much more dense.

now left the realm and taken all his magic with him, causing all kinds of mither back home.

Once fourth in line to the throne of Gladstone, you suddenly find yourself in contention for the crown when your father and elder brothers (preceding you in the royal family tree) are slain in an attack by other-worldly creatures. In the ensuing chaos you find that your soul has been stolen and your life becomes a race against death, as well as a political battle with those vying for your throne. Much like real life, in fact.

Some role-playing games have been criticised in the past for excessively linear storylines, and others for being too open-ended. It's a fine balance. *Lands Of Lore II* had two completely separate plot-lines, each of which took you on a different path through the game.

"That was a mistake," says Louis. "We spent a lot of time developing both tracks fully, and – considering it was a 100-hour game – few people actually went through and played both ways."

A bit of a waste, all told. So how linear will *Lands Of Lore III*'s storyline be?

"This time, we've made the variety in the 'guilds' and the 'worlds' themselves. The different worlds – portals opened by a magical mirror – can be visited out of sequence. You don't have to do them in any particular order, but you will have to complete them all to finish the game. You don't have to join any of the guilds either; you don't have to do all that wizard stuff."

### “The different worlds – portals opened by a magical mirror – can be visited out of sequence”

#### HOW IT LOOKS

The fourth and final key element in Louis' *Lands Of Lore* arsenal is the graphics. "You know, we're addicted to the 'eye candy' too," proclaims the enthusiastic vice president. "We love *Quake II* and *Unreal* and *Half-Life* and all these great-looking games, and, boy, why is it that role-playing games get the backwater end of engines and

don't have really cool-looking stuff?"

*Lands Of Lore III* does, thankfully, address this problem. Coloured lighting, real-time shadowing, animated light sources, smooth corners and voxel character models abound, and now all the structures are modelled in intricate polygonal detail. But why use voxels for the characters when the current trend is for polygons?

"Speed, mainly," Louis explains.

"We debated putting the voxel system into our last game, but it would have

been too great a task to rework the 60-odd monsters at such a late stage in development."

In an attempt to widen the game's appeal even further, Westwood have also been working hard on a software version that should run fine on a Pentium 166. No one should have an excuse not to play.

Unless, of course, you don't like

role-playing games. Like adventures, there aren't many of them being made these days – not good ones, anyway. Why does Louis think this is so?

"There's a renaissance going on at the moment. I think there'll be a lot of role-playing games between now and this time next year. I don't know how successful all of them will be, because these are huge games and they take a long time to get into, but the better ones will survive – the games that appeal to a much larger audience will hold their ground. The real hard-core role-playing games will, unfortunately, go the same way as hard-core strategy games – they're not going to reach out to people in the same way, so they will remain underground. They're too much work for most people to get into."

So, *Lands Of Lore III* is almost ready. If it's as easy to get into, as feature-packed, as engrossing and as visually stimulating as Westwood claim, we could soon be playing the most successful game in the *Lands Of Lore* series – it's certainly much better than the second game. Watch out for a full review soon. **PCZ**

## JOURNAL-ISTIC

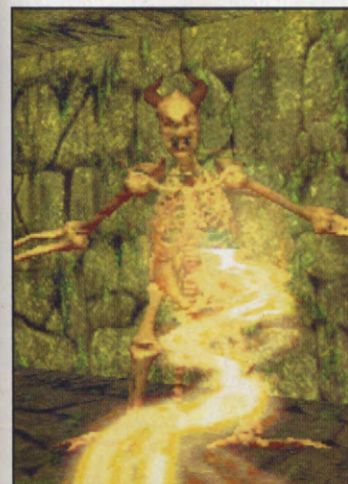
**Make no mistake – the Journal featured in *Lands Of Lore III* is more than just an automap**

The Journal, a Net browser-style reference book, is an innovative update of the automap and notebook facilities seen in previous *LOL* games. As you gather information and discover things throughout the game, they are added to the Journal so that you



Never get lost in *Lands Of Lore* again: the Journal is the ultimate adventurer's travelling companion.

can refer to them later. The map feature is now a lot easier to use, thanks to the introduction of a colour-coded 'note' facility, and 'hot links' cross-reference to pretty much every item, providing clues in particularly tricky situations. Overall, it's a handy companion for the sword-swinging traveller.



Some of the new spells will show off Westwood's integrated 'particle' engine.



*Lands Of Lore* fans will feel right at home – there are many characters that are recognisable from the second adventure – like this quad-armed city guard, for instance.



# Are we there yet? Canadians close in on the... HOMEWORLD



Harvesters mine asteroids for the all-important resource units.

Small fighters won't do much damage, but you can use them to make suicide runs if necessary.

3D ship formations play an important part in combat.

What happens when *Battlestar Galactica* meets *Babylon 5* and has an almighty scrap? Paul Presley reports direct from the front line

CV relic

## RELIC ENTERTAINMENT

*Homeworld* is actually Relic's first game. Alex Garden has been going for quite a bit though

1993 Games tester for Distinctive Software. Titles include *John Madden Football '93*.

1994 Joins Intersoft Software in the QA department. Memorable games such as *The Secret Of The Seventh Labyrinth* and *Faceball 2000* pass by his watchful gaze.

1995 Moves to Vision Engineering in Winnipeg to work on medical imaging software. Lucky sod.

1996 Becomes a PlayStation programmer for Radical Entertainment. Works on *The Divide: Enemy Within*.

1997 Becomes co-lead programmer for Electronic Arts' *Triple Play Baseball '98*.

1998 Relic Entertainment is born, comprised mainly of EA refugees (they still have the EA nameplates on their doors) and friends Garden has built up over the years.

## THE DETAILS

DEVELOPER Relic Entertainment  
PUBLISHER Sierra  
WEBSITE [www.relic.com](http://www.relic.com)  
OUT March

## WHAT'S THE BIG DEAL?

- ★ Original design
- ★ Fluid and instinctive interface
- ★ Challenging, unpredictable AI
- ★ Superb graphical detail

Six months can be a long time in the games industry. When I first met Alex Garden last September, it was hard not to be captivated by his abundant enthusiasm for the then relatively unknown *Homeworld* (see First Encounter in issue 65). As my Italian journalist companion and I stood in the badly lit San Francisco warehouse that was Sierra's chosen venue for their mid-season launch party, our tape recorders trying to filter out the noise coming from other stands and the under-appreciated DJ spinning tunes that no one was listening to, I couldn't help but notice that Garden was the

only games designer there that was using expletives while talking about his game and the competition. Here, I remember thinking, was a man who cared.

Now, six months on, with Garden's Relic Entertainment entering the final stretch before the game's release, the change in the man is quite alarming. He's still enthusiastic, still deeply committed to his game, but now

**“Homeworld didn't need to deviate much from its initial concept. It was impressive then and it's still impressive now”**

there's an air of exhaustion about him. You don't need to be a genius to realise it's been a mammoth task.

“When we started we didn't realise it was going to be this hard, and we all just assumed we could do it,” he says, sinking into his chair like a man who's just run a marathon. “If someone had sat down and explained to me exactly how difficult it was going to be, we probably wouldn't have done it in the first place. Also, it was surprising to me just how hard it was to create something with quality, rather than just creating... something. You know?”

## LIQUID INFORMATION ENVIRONMENT

Garden's is an exhaustion mixed with pride though. As he demonstrates each of the game's elements, you can see it in his eyes. He must have been through the basic first level a million times by now, but he still seems to become totally absorbed by the events on screen. His pride is well founded. *Homeworld* looks absolutely stunning as it blends seamlessly from a galactic map to a close-up view of a small fighter. There are only about two screens in the whole game which don't appear to be fluidly linked to each other, giving the game a feeling of constant movement. You're not sitting at a computer, playing a glorified database; you're there, flying around your forces like an ethereal spaceman. “Whenever you focus your view on two or more ships, the camera will always make sure it keeps them all on screen wherever you move them,” explains Garden. “It helps you keep track of where everything is.”

The setting for *Homeworld* is a strategy, resource management wargame in space. But unlike *StarCraft* (PCZ #64, 88%), for example, every bit of *Homeworld* is depicted in 3D, and you're able to view your units from any conceivable angle. Not much has changed from the initial showing of the game, other than the graphics getting the expected overhaul and the AI engine being

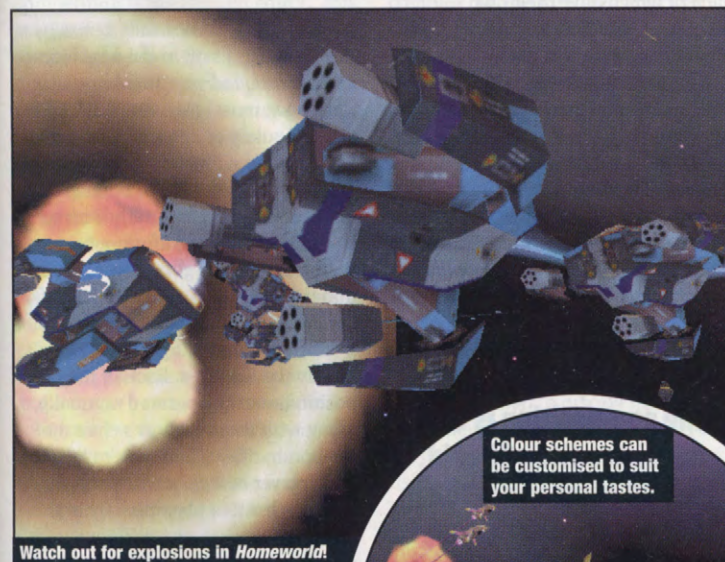




The camera can be positioned anywhere and always keeps any selected ships in view.



The mothership is the most vital part of your army. Keep it alive at all costs.



Watch out for explosions in Homeworld!

Large space battles are its lifeblood.



Colour schemes can be customised to suit your personal tastes.

worked on. But then *Homeworld* never seemed like a game that was going to deviate much from its initial concept. It didn't need to. It was impressive then, and it's still impressive now.

Garden explains all about the barely visible (but highly effective) interface, the unit AI, the way units work with each other in combat situations, covering each other's backs and flying in realistic-looking attack patterns. He goes through the way the speech engine ties audio alerts into the action on screen, giving you clues as to events off screen, and the way you can dock research ships together in a manner that's eerily similar to the present-day International Space Station (although much, much quicker) to create vast floating stations. One thing follows another, with Garden becoming more and more animated each time until eventually, during a multiplayer game, he's literally punching the air and yelling excitedly as a squadron of my fighters decimates my opponent's harvesting ships. Garden is as much a part of *Homeworld* as it is a part of him. He seems to almost feed off it.

#### ADAGIO FOR STRINGS

*Homeworld* originally sprung from Garden's love of *Battlestar Galactica* but it wasn't until several months after the initial idea that all the pieces clicked. "The idea had been percolating in my head, but it wasn't until I heard this piece of music one morning on my clock radio that I suddenly sat bolt upright and went, 'Oh my god!' It all crystallised. I knew then what the universe would look like, and what's here today is almost exactly what I imagined. But much, much more. These guys have done such a good job with it."

There's a lot that didn't make it into the game: such as ship customisations, convoy routes and so on, mainly because Relic couldn't find effective ways to implement them. "I have a rule," says Garden with a grin. "If you put something in and do it badly, everyone will rag on you about it.

But if you leave it out they'll never know. Rest assured, we have a lot of ideas for the future."

Including one that was barely seven days old and consisted of a few basic concept sketches on the wall. All he would say about it was that it "won't be like any game you've ever seen before. Even we don't know if it will work."

As for *Homeworld*, both Garden and Relic are just glad they're near the end. "I'm sure there's a sequel in me, but not right now. We won't be starting on *Homeworld 2* tomorrow. First we're going somewhere hot for a few weeks." He glances out of the window where the Canadian rain has started to fall again and sighs. **PCZ**

#### Q&A

### ALEX GARDEN



Lead designer on *Homeworld*, and Relic head honcho

**PCZ** What was the first game you ever played?

**ALEX** Pong. My friend Scott got it for his birthday. I was about five or six.

**PCZ** What's the best game you've ever played?

**ALEX** It's a toss up between *Solitaire*, *The Legend Of Zelda* and *Half-Life*.

**PCZ** What game did you last pay money for?

**ALEX** I'm not too proud of it, but I bought *Shogo*, *Commandos* and *Fallout 2*.

**PCZ** What are you playing now?

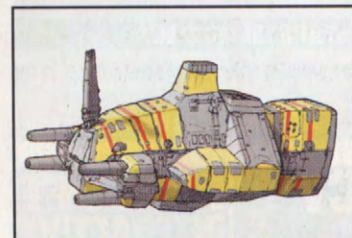
**ALEX** *Half-Life* multiplayer, and *Death Metal* by Ingenious Software, a local company. This is the undiscovered game of 1999.

**PCZ** Have you ever been in a fight?

**ALEX** I got into a really good fight playing water polo in high school. It's a pretty violent sport. He bled a lot.

### THE ART OF WAR

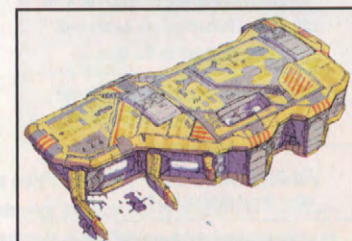
*Homeworld's* visual design hasn't been through too many revisions, as these original concept drawings for some of the game's ships show



A standard attack frigate. All the guns move independently of each other.



The support frigate is used to re-supply and repair other ships during battle.



The mothership, where military construction takes place, can jump through hyperspace.



# Keep the noise down, it's...

# FIGHTER SQUADRON: THE SCREAMIN' DEMONS OVER EUROPE



The fourth WWII flight sim to arrive in as many months is nearly here. *Paul Presley* looks ahead to relive the past

## THE DETAILS

**DEVELOPER** Parsoft Interactive  
**PUBLISHER** Activision  
**WEBSITE** [www.parsoft.com](http://www.parsoft.com)  
**OUT** February

## WHAT'S THE BIG DEAL?

- ★ A mixture of fighters and bombers to fly
- ★ Squadron-based play emphasising teamwork
- ★ Mission editor enhances long-term appeal



## PARSOFT INTERACTIVE

Originally part of the MESA (MacOS Entertainment Software Alliance), along with companies like Bungie (*Myth II*) and Graphic Simulations (*F/A-18 Korea*), Parsoft were once a Mac-only developer that has now seen the light and realised that PCs are where it's at, baby

**1995** *A-10 Attack* for the Macintosh sees the light of day, providing Apple owners with something other than *Minesweeper* to while away their existence.

**1996** So rapturous was the reception of *A-10 Attack* that Parsoft go one better and release *A-10 Cuba!* for the Mac.

**1997** The wilderness years come to an end with *A-10 Cuba!*'s release on the PC (PCZ #59, 90%). A very playable game, even if the graphics were somewhat inferior to other flight sims of the time.

**1999** *Fighter Squadron: Screamin' Demons Over Europe* enters the WWII sim market.

Right now is a difficult time to be a World War II flight sim. With *Jane's Fighter Legends* impressing the pants off everyone from here to Tallahassee – as well as Microsoft's *Combat Flight Sim* (PCZ #71, 79%) and MicroProse's *European Air War* (PCZ #71, 87%) mopping up Electronic Art's leftovers – the second wave of fighters is going to have to pull out all the stops if it wants to make an impression.

Any day now we'll be seeing *Confirmed Kill* from Eidos, featuring all sorts of online shenanigans, and *Wings Of Destiny* from Psygnosis, being developed by ex-DID staffers – so big things are expected, especially as both are promising all sorts of innovations.

In the meantime, Activision are just about to enter the fight with the overly-titled *Fighter Squadron: Screamin' Demons Over Europe*, being developed by ex-Macintosh bunnies Parsoft Interactive. They are most famous for the actually-quite-playable-really *A-10 Cuba!* (PCZ #59, 90%) a few years ago. But what is *Screamin' Demons* offering that will make us stand and salute?

## SQUADDIES 'R' US

The most important feature of *Fighter Squadron* is the squadron-based nature of the gameplay. Most WWII sims simply let you choose some missions or play through the war as an individual. Here you get to join

one of dozens of famous (and infamous) squads in either the British, American or German forces, each of which have their own schedules, missions and planes. The idea is that you start as a lowly Second Lieutenant (or national equivalent) and progress through the ranks until, one day, you get to lead your team into the skies of France, England, Germany or, oddly for a game with Europe in the title, Africa.

What this means is that you aren't restricted to flying just the one plane during a mission. The theory is that at

**“The difference between *Fighter Squadron* and the competition is the mission editor. Should the 90 missions in the full game not be enough, you can prolong the war by creating your own”**

any point you can hop into someone else's in your flight group, take the controls and bear down on the enemy; or you can just sit back and watch in 'observer' mode if you don't fancy your chances. This is especially useful during multi-aircraft missions such as B-17 bombing raids. Start the game in a fighter, escorting the huge behemoths over enemy territory, taking on any German plane that dares to try and take them out. Then once you're over the target area, jump

into one of the bombers and drop the deadly payload on to the Nazi kitten refugees yourself.

## LANCASTER BELLE

Which brings us on to the next feature in *Fighter Squadron* – bombers. Up until now, most other WWII sims have focused solely on the small, one-man fighter planes. *Fighter Squadron* gives you a healthy mixture of bombers and dual-role interceptors to fly with too. Not only is there the aforementioned B-17, but you also get to fly that most under-appreciated of British aircraft, the Lancaster MkII bomber.

Even more excitingly, you don't just fly the big ships. Each of the gun positions can be operated manually, along with the navigator's chair and the bombardier. There was to be a multiplayer co-operative option to enable a team of players to fly in the one bomber, each at a different position, but time constraints forced Parsoft to abandon the idea for now. They are, however, rumoured to be keen on getting it into a sequel.

Along with the bombers, you can also fly (among others) the Typhoon, the P-38 Lightning, the Junkers Ju-88A and Germany's first operational jet aircraft, the experimental Messerschmitt Me-262. Faster than anything else in the sky at the time, the Me-262 was nevertheless fraught with dangers, not the least of which was its unnerving ability to burst into flames at a moment's notice. You tend to wonder how the Germans ever earned their reputation for efficiency.



A photograph showing a B-29 bomber being towed by a glider. The glider is in the foreground, and the B-29 is behind it, connected by a tow rope. The scene is set against a backdrop of a hilly landscape.

A 3D digital reconstruction of a B-24 Liberator bomber aircraft in flight. The aircraft is shown from a low-angle, front-quarter perspective, flying towards the viewer. It features four large radial engines mounted on the wings, each with a dark propeller. The fuselage is a light tan color with various markings, including a star insignia on the side and a tail code. The aircraft is flying over a green, hilly landscape under a cloudy sky. The image has a slightly grainy, digital quality.

A painting of a biplane flying over a green landscape. In the background, there is a large, bright explosion or fire, and a small, dark object is falling from the sky. The scene is set against a light blue sky.



The Spitfire. This plane is just so... dull.

**That's one German factory up in smoke.**

**A few trees to buzz might be nice...**

FEB 1999 #73 PCZONE 45



# Fancy a change from *C&C*? Well what about...

# SHADOW COMPANY

Is a fabulous new 3D engine and meticulous attention to detail enough to compete with the likes of *C&C*?

Jeremy Wells goes on a mission with newcomers Sinister Games

## THE DETAILS

**DEVELOPER** Sinister Games  
**PUBLISHER** Interactive Magic  
**WEBSITE** [www.imagicgames.co.uk](http://www.imagicgames.co.uk)  
**OUT** Spring '99

## WHAT'S THE BIG DEAL?

- ★ It uses an awesome 3D terrain engine designed to take advantage of the latest Voodoo 2 technology
- ★ You can capture and control numerous vehicles, blow up buildings and climb watch towers to check out the lie of the land
- ★ Characters develop with experience and have a wide range of skills for you to deploy

So far the introduction of 3D technology has done little to enhance the real-time strategy genre. Both *Myth: The Fallen Lords* (PCZ #58, 80%) and, more recently,

*WarGames* (PCZ #67, 78%) failed to deliver the goods, largely because the 3D terrain and camera seemed to hinder rather than help you. With this in mind it's interesting to note that RTS old boys Westwood have decided to continue down the traditional route and develop their forthcoming *C&C: Tiberian Sun* as a 2D game. And

that fellow developers Cavedog (they of *Total Annihilation* fame) and Ensemble (*Age Of Empires*) have decided to follow suit.

But that's not to say we can't expect a flood of 3D RTS games over the next few months. Pandemic's forthcoming *Dark Reign II* takes full advantage of 3D technology to plant you firmly within a true 3D environment, as does Creative Assembly's lush-looking *Shogun* (previously known as *Taisho*), the 'all-new' and hopefully improved *Army Men 3D*, the futuristic *War Zone 2140*, the yet-to-be-confirmed *Z 3D* and

*Myth II* to name but a few. But is it wise to assume that 2D is dead and 3D is the way ahead?

## 3D OR NOT 3D?

That is the question. But maybe there's room for both. It appears that some games are best presented in 2D, but in many ways 3D opens up what you can do with the real-time strategy genre. Until the release of Bullfrog's *Populous III* (PCZ #70, 92%) there were real doubts as to whether it could work. Sinister Games' Paul Meegan is confident that they're going down the right path, however.



There are eight different terrain types (to fit the eight campaigns), and you can tackle each mission in a campaign in any order, though that's where the strategy comes in.



The game utilises a real-time physics engine for better realism: water ripples when you swim, tanks recoil when they fire, and vehicles speed up when they go downhill.





You can instruct units to move in a certain formation as well as patrol, guard etc.



You get 18 squad members, and once they're dead that's it.



You can pick up weapons, ammo and even vehicles to take back to base and sell.



Lose too many units in action and morale among your troops plummets.



Sound as well as vision is important – the enemy can hear as well as see you.



Each character has 23 different stats and personality traits.



## PAUL MEEGAN



Paul Meegan is head honcho at the six-strong team known as Sinister Games. Shadow Company is their first project together

**PCZ** What's the first game you bought?

**PAUL** *Sword Of Kadesh* for the Apple IIe. It was excellent.

**PCZ** What's the last game you paid money for?

**PAUL** *Half-Life*. It's been said before – the game kicks ass.

**PCZ** What games are you playing at the moment?

**PAUL** *Half-Life*, *Fallout 2*, *Railroad Tycoon*.

**PCZ** Have you ever been in a fight?

**PAUL** Only once – and I cleeeeeeaned up! It was in fourth grade, while walking home from school.

"We decided from the very beginning that the camera must never get in the way and must always be there to serve the player and not hinder how you play. At the end of the day, there's just so much more you can do when you're working in 3D."

For the moment, at least, you still play a major role in moving the camera in *Shadow Company*, and things can get a little complicated as you struggle to prioritise whether you should move your units or the camera

**"Shadow Company represents a refreshing new take on what for many has become a very tired genre"**

first, but this is something the developers are working hard on. An 'intelligent' camera that follows the action is already being implemented. You also have the facility to click on the face of one of your units on the interface screen and instantly find yourself at the hot spot rather than hastily scroll your way over an undulating 3D landscape.

It's no accident that *Shadow Co* isn't an RTS game in the mould of *C&C*, where you have control of loads of different units. In many ways, like *Commandos* (PCZ #66, 87%) it's more unit-focused, which means you're not forced to zip around the landscape to babysit your squad while struggling to frame the action simultaneously. In order to keep it simple, the number of units you deploy for a mission is usually in single figures. And although you can split them up into different parties, the AI means they're intelligent enough to look after themselves if you leave them

unattended. In many ways, this type of RTS game is more suited to a 3D engine, and it has enabled the developers to really go to town with the environment.

### JUST LIKE BEING THERE

When you consider how many polygons are flying about the screen, it's not surprising that Sinister Games are predicting the minimum spec for *Shadow Co* will probably be a P166 with a 3D card and 32Mb of RAM. The 3D engine they've developed is one of the best we've witnessed, and although the characters look a little spoddy the overall attention to detail is superb. Real-time lighting and shadows that get longer and shorter depending on the time of day, a completely dynamic environment that uses real-time physics, and true line of sight make for a very immersive battlefield. You can instruct your units to blow up vehicles and buildings, climb towers, and hide in the undergrowth to avoid detection. You can also commandeer numerous vehicles, including tanks, jeeps, APCs and even helicopters, which you control using the cursor keys. In practice, it's all a bit of a hoot just running around shooting people, stealing vehicles and blowing things up. But the developers are keen to point out that you require careful planning to successfully complete all eight campaigns and effectively win the game by defeating the dastardly Granite Corporation.

From what we've seen so far, *Shadow Co* represents a refreshing new take on what for many has become a very tired genre. Far from being just another *C&C* clone, it could well be the RTS game that convinces the doubters that 3D is most definitely the way ahead. **PCZ**



The terrain is true 3D and you can tilt, pan and zoom your way around the environment. You can even zoom right out and play from a traditional top-down or isometric perspective.

## OMIGOD! THEY KILLED LENNY

Just like in real life, there's no coming back from the dead

You get just 18 mercenaries when you start to play *Shadow Company*, each with their own particular skill sets, personality traits and histories. As they get more experience their stats and skills improve, though if you lose a man (or woman) on a mission they're gone forever and you won't get any new recruits, raw or otherwise. With this in mind, if one of your team is injured in action you may find it's worth aborting the mission and getting them back to the medic to patch them up. If it's too late, then grab their gear and leg it to safety. It's what they would have wanted, after all.



"Don't worry, sir, it's only a flesh wound. You go on without me!"



# Stop your grinnin' and

# ALIENS VS



The alien burns but it still keeps coming.



Predators, three of 'em – uncloaked and still ugly.

In space, no one can hear **Richie Shoemaker** scream. Which is just as well, because we're a pitiless bunch

CV

REBELLION

## REBELLION

Oxford-based Rebellion are relative newcomers to the PC, but they've more than cut their teeth on the old Atari Jaguar

1992 Started work on *Aliens Vs Predator* for the Atari Jaguar.

1994 Released *Chequered Flag*, again for the Jaguar.

1995 Another Jaguar game, *Sky Hammer*, was never released. Since then another two Rebellion games have failed surface.

1999 It's all happening this year. As well as *AvP*, the team hope to finish the PlayStation version of *Rainbow Six*. Two other 'secret' titles are also planned for this year.

## THE DETAILS

**DEVELOPER** Rebellion  
**PUBLISHER** Fox Interactive  
**WEBSITE** [www.foxinteractive.com](http://www.foxinteractive.com)  
**OUT** Spring

## WHAT'S THE BIG DEAL?

- ★ It's got aliens. And marines. And predators. And it's bloody scary
- ★ The random factor provides a different gaming experience each time, even if you choose the same character
- ★ A new 3D engine enables proper lighting – alien players can leave marines wandering in the dark
- ★ Acid for blood, remote sentries, the alien Queen, facehuggers – they're all there

**N**ext to *Star Wars*, *Aliens* has to be one of the best sci-fi films ever made. So how come almost every game based on it has been so crap? God knows how you can screw up, seeing as half the work's already been done. The aliens themselves were designed 20 years ago, and the weapons were first seen in 1986. You'd have thought that all that you'd need to do was design a few levels and balance out the gameplay.

"When you compare it with all the

previous *Alien* games – particularly *Alien Trilogy* (PCZ #46, 79%) – *AvP* has come so far and is so much more enveloping," says Jon Richmond of Fox Interactive. "It takes advantage of the technology in a way that makes *Alien Trilogy* look like complete crap. I don't like to say that, but it does."

"The reason we spent three and a half years doing this was to create the best game possible and not to rush it out," explains Paul Provenzano, head of development at Fox. "I was at Acclaim during *Alien 3* and *Alien Trilogy*, and the difference in attitude is degrees apart. As somebody who

**"We've played *Aliens Vs Predator*, and there's little doubt that it could well take the title of Scariest Game Yet"**

worked as a publisher who licensed *Aliens*, compared with somebody who is actually responsible for keeping the integrity of it, your focus and dedication to the project is very different. It's not just a game, it's keeping it true and building on that.

This game is much closer to the source."

## THE A2S ALWAYS WERE A BIT TWITCHY

*Aliens Vs Predator* first appeared back in 1994 for the ill-fated Atari Jaguar console. Giving players the opportunity to blast it out as either a marine, an alien or a predator, it was essentially a *Doom* clone. And this PC version isn't just a remake either – it's not about running around dark corridors having your face ripped off.

"The variety of the environments is something that people will be surprised about," explains Paul. "When we talked to people about some of the locations, they became excited about the places that they are familiar with from the films."

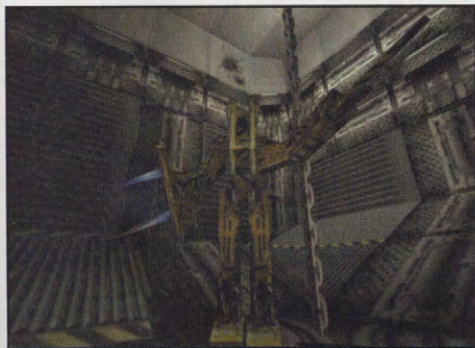
"With *Quake* or *Unreal* you are in a place you don't really know anything about – you could be anywhere," chips in Jon. "With *AvP*, yes, you are in a defined world, but it's a world we are all familiar with to the point that it becomes so much more real. It enables you to suspend belief more easily. You are in a place that you can identify with. It's going to be a lot more fun."

Looking at all the other 3D games out there, it seems that if *AvP* were to



# drop your linen, here comes...

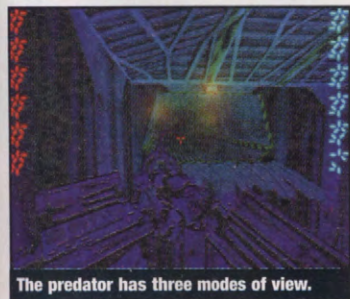
# PREDATOR



There are vehicles in the game but you can't use them all.



"Hey, you want some more?"



The predator has three modes of view.



"Nice party. What did you come as?"



"And bend and stretch, and touch the floor. Come on, work those thighs..."

come unstuck it would be down to the variety element. After all, the characters have only a handful of weapons – up to six each. Admittedly you can play through the game with three different characters, but will there be enough for people to play it through to the end?

Paul disagrees: "For the marine, every weapon that you've seen in the films is there. The more you use them, the more you realise that there are certain techniques for each one. There is a learning curve, so the weapons don't get old fast. It's not a cure-all to pick up a weapon and just blast away.

"The predator has fewer weapons, but they're not 'traditional' ones. You have to rethink the way you use them. They are much more an organic part of your being.

"Your best weapon as an alien is stealth and speed and getting in close to attack. It's not always easy, but you can make use of walls, ceilings and ventilation shafts. The challenge here is playing a first-person shooter when you've got no weapon to shoot. I don't think the fact that an alien can't pick up a pulse rifle is a limitation; it forces you to look at the game differently. It's not about picking up bigger and bigger

cannons, it's about making do with what you've got. In the films you were left on your own, and it's the same here. You have to figure out what you are supposed to be doing with a limited amount of tools. That's realistic, and it creates a whole new level of challenge over just randomly killing something every 12 feet."

## THEY MOSTLY COME AT NIGHT

We've been lucky enough to play *Aliens Vs Predator*, and there's little doubt that it could well take the title of Scariest Game Yet. For one thing, enemies don't always start in the same place. And as an alien or a predator you can take out the lights to leave the marine reliant on flares and infra-red. In multiplayer games, the difference between the three characters becomes even more apparent: the predator can cloak and utilise three modes of view, while the alien can move with frightening speed across every surface. You are also able to change the attributes of each character in deathmatches. At the moment the predator is the strongest, so it's a major achievement if an alien can take him out. And if you don't like the set-up, there's an option to change it.

"*Aliens Vs Predator* is a game that challenges people's perceptions as to what a first-person shoot 'em up should be," says Paul. "It provides three very distinct viewpoints about playing the same game, and creates three different games as a result. It's

the game that people think about when they are playing or designing games. If you want a game where you can play as an alien or as a predator, well here it is."

As Hudson from *Aliens* would say: "We're ready to get it on!" **PCZ**

## Q&A

## PAUL PROVENZANO



Mr production and development for Fox Interactive, worked on Alien Trilogy. But don't let that fool you, he's really an okay guy

**PCZ** What's the first game you ever played?

**PAUL** I don't remember, but it was on an Apple II, so it was pretty primitive. The original *Defender* was the first addictive experience I ever had.

**PCZ** What's the best game you've ever played?

**PAUL** I don't know, let me think about it.  
**PCZ** The last game you paid money for?  
**PAUL** *Half-Life*. I was disappointed. Although it has a structured story, there wasn't the depth I thought there would be.

**PCZ** Did you finish it?

**PAUL** I was close, and then one of the associate producers spoiled it for me.

**PCZ** Have you ever been in a fight?

**PAUL** Yes, over something very stupid, in an inebriated condition.

**PCZ** So who're better: aliens or predators?

**PAUL** Although the aliens have a clear objective, the predator has greater depth. There's a certain nobleness in the role of a hunter. He has unbelievable cool and style.

**PCZ** Back to our earlier one – what's the best game you've ever played?

**PAUL** Oh. I don't know. I know it's a standard question but I don't have an answer. (Ten minutes later) Er, *Quark* on the Gameboy.

**PCZ** You're useless.

**PAUL** Yeah, I know.



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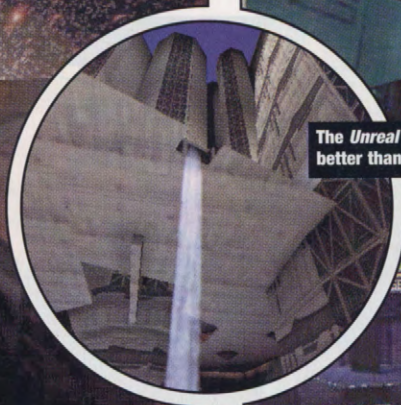
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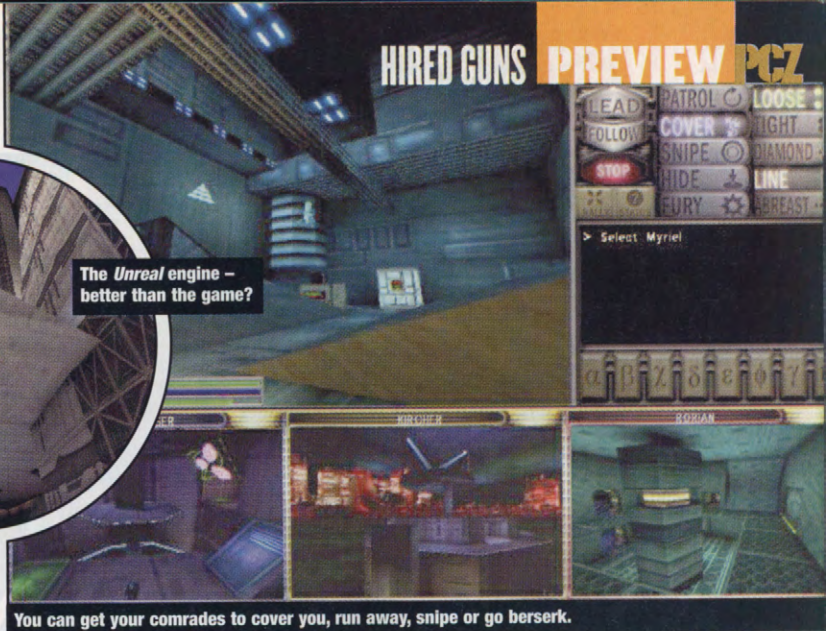




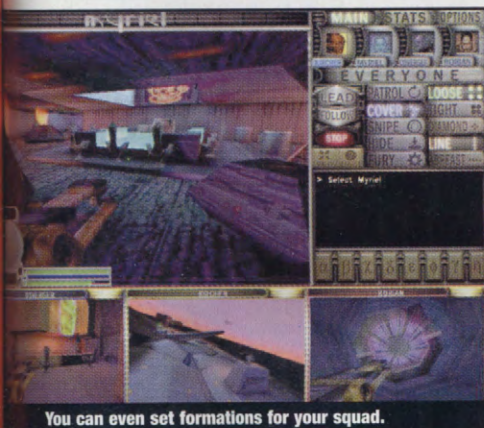
"Er, perhaps we should be inside the ship."



The Unreal engine – better than the game?



You can get your comrades to cover you, run away, snipe or go berserk.



You can even set formations for your squad.



The grenade launcher fires four types of explosive.



What are the Borg doing here?

# HIREGUNS

FIRST ENCOUNTER

Is this a new breed of *Quake* clone, or just a remake of a crappy old game?

Richie Shoemaker grabs his weapon and investigates

## THE DETAILS

**DEVELOPER** Devil's Thumb Entertainment  
**PUBLISHER** Psygnosis  
**WEBSITE** www.psygnosis.com  
**OUT** June

## WHAT'S THE BIG DEAL?

- ★ 30 varieties of enemy
- ★ 17 weapons, each with two fire modes – at least
- ★ More puzzle-based and tactical than your regular *Quake* clone
- ★ Unreal-powered – need we say more?

If you ever had an Amiga, chances are you had a copy of *Hired Guns*. Essentially it was a futuristic RPG but in hindsight it had a lot more in common with *Doom* than most people would give it credit for. Basically, your aim was to progress through a series of levels shooting aliens and opening doors – no surprises there. What was so different about it was that you controlled a team of four mercenaries, each of whom enjoyed a first-person 3D view taking up a

quarter of the screen. You could play on your own, which was tricky but satisfying. But the game came into its own when you had three others around the screen along with you. It was the closest you'd get to a co-operative *Doom* session on the Amiga. Of course us PC owners had better things to do, especially those of us fortunate enough to enjoy the benefits of multiplayer gaming over a LAN or the Net. Importantly though, not since the original *Hired Guns* have we been privy to a game where we could direct a team of ruthless gung-ho cyber-mercenaries. Which is exactly why Devil's Thumb Entertainment have decided to reanimate the rotting corpse of a once-great game. The multiplayer game will no doubt rock, but it's the single-player game – we hope – that will kickstart the whole genre into new life.

And so, five years later, *Hired Guns* returns with a 3D makeover. As with the original, you control four characters, each one a specialist.

With more characters comes more intricate puzzles. For example, you might have to send one bloke to tinker with the power while everyone else sneaks through a door, leaving one poor bastard searching for an alternative route. Hang on though, haven't we heard all this before? Sounds a bit too similar to *X-COM Alliance* for our liking. Well, yes, both games will have us in control of four-man squads, and both make use of the Unreal engine. The difference is that where *Alliance* has research elements, *Hired Guns* should offer more of an RPG feel. Both games add a squad-level tactical element that the original *Hired Guns* pioneered.

So far, then, it sounds like the developers could well be on to a winner. And it gets better. Devil's Thumb assure us of a wealth of environments yet to be seen in the game, with each mission looking different to the last. There are a planned 17 weapons, some with as many as four alt-fire functions. Thirty-

five different enemy types are also promised. And best of all, there will be vehicles for your team to utilise.

The original *Hired Guns* had a fairly basic multiplayer game. At a time before LANs and super-fast modems, the only way to play against your chums was to huddle together and sniff each other's armpits. Now, of course, we don't have to invade each other's personal space. *Hired Guns* enables the usual wealth of co-op and deathmatch options, with players controlling either individuals or teams.

We have only two reservations about this new breed of 3D shoot 'em up. One is whether current PCs can handle the strain, the other is whether the developers can overcome what could be a colossal AI problem. After all, it's bad enough playing against computer-controlled f\*\*kwhits, but it's even worse when they're supposed to be on your side. Will the Thumbs pull it off? We shall soon find out. **PCZ**





The time of day affects the available light. Clearly.



Not sure where that is. Answers on a postcard.



Somewhere, probably in Wales, that bridge actually exists.

These graphics won't come cheap, requiring at least a P200 with a 3D card.

# RALLY CHAMPIONSHIP 99

## FIRST ENCOUNTER

### THE DETAILS

**DEVELOPER** Magnetic Fields  
**PUBLISHER** Europress  
**WEBSITE** [www.europress.co.uk](http://www.europress.co.uk)  
**OUT** Spring

### WHAT'S THE BIG DEAL?

- ★ Number five in the well established series
- ★ Photo-realistic graphics
- ★ 36 authentic tracks
- ★ Loads of real cars

**N**ow approaching its fifth incarnation, the long-running Rally series certainly has the heritage, not to mention the till receipts, having shifted over a million copies to date. Situated on the outskirts of Chester – the home of football (*You what?! – Ed*) developers

Strapping himself in and slipping on the leather driving gloves is *Steve Hill*

Magnetic Fields have been churning out driving games for years, and *Rally Championship 99* is shaping up to be arguably their best effort yet.

Magnetic Fields have dabbled in the realms of fantasy in the past, so anal authenticity and photo-realistic graphics are the order of the day. The

But using actual tracks isn't without its pitfalls, because of the problem of pop-up – something that can often be avoided with cunning track design. This isn't an option afforded to Magnetic Fields though, and the version of *Rally Champ 99* we saw had more pop-up than, er...

**“The windscreen wipers need to be activated to remove rain – which looks smart. As does the rest of the game”**

Mobil British Rally Championship provides the basis for the game, which will feature 36 tracks recreated from Ordnance Survey maps and actual video footage. None of the textures are hand-drawn; everything is based on original photography, which is a mammoth undertaking as some tracks are 25 miles long.

It appears to have been worth the effort, though, as demonstrated on our recent visit when we were shown footage of a section of track, followed by its computer-generated counterpart. Surprisingly, the latter, if anything, looked even better than the real thing.

a pop-up book. But we were assured that once the code is optimised this will be negligible.

A major criticism of previous incarnations of *Rally* has been the limited freedom of movement – the earlier games were akin to driving through an invisible tunnel. This issue has been addressed and, while it's not quite *Carmageddon* (PCZ #65, 95%) – thankfully – it looks to be a vast improvement on the efforts of yore. You can pretty much drive where you like, even to the extent of visits to nearby farmhouses.

Clearly, cars have an important part to play in driving games, and *Rally 99* boasts genuine vehicles, the exteriors and interiors of which have been extensively modelled. The usual driving views are included, as well as the navigator's. The game's realism is such that the object and texture animation includes flowing water routines that require the windscreen wipers to be activated to remove rain – which looks smart. As does the rest of the game, so watch this space. **PCZ**



Varying weather conditions require the car to be set up differently.



# SILVER

Could this be the game to dislodge *FFVII* as the RPG of choice on the PC? *Chris Anderson* strokes his chin

## THE DETAILS

**DEVELOPER** Infogrames

**PUBLISHER** Infogrames

**WEBSITE** [www.infogrames.co.uk](http://www.infogrames.co.uk)

**OUT** March

## WHAT'S THE BIG DEAL?

- ★ It's on course to be the best-looking RPG to date
- ★ Real-time combat will provide widespread appeal
- ★ Massive environment, lots of character interaction

**F**inal Fantasy VII is considered by many to be one of the finest turn-based role-playing games ever seen on any platform. Its rich and varied plot, breathtaking graphics, truly awesome pre-rendered cut-scenes and undeniable depth and variation of gameplay have won the game millions of fans the whole world over. The developers of *Silver* appear to have duly taken note of this fact and set about producing a game that will give Sony's landmark title a run for its money – and then some.

Where the PC version of *FFVII* was little more than an enhanced port of the PlayStation version, *Silver* has native support for the new generation of 3D cards. This accounts for the sumptuous visuals evident in the screenshots on this page.

But *Silver* needs more than a pretty face if it is to capture the imagination of increasingly discerning PC gamers who are now spoilt for choice in almost every genre you care to mention. To this end, developers Infogrames have homed in on an area they know to be close to the hearts of the majority of the PC gaming

**“Experienced playtesters are currently taking 32 hours to get through it”**

community – real-time strategic combat. European and American gamers in particular will surely take to real-time combat more readily than to the sometimes tedious turn-based action typical of games in this genre. We shall see.

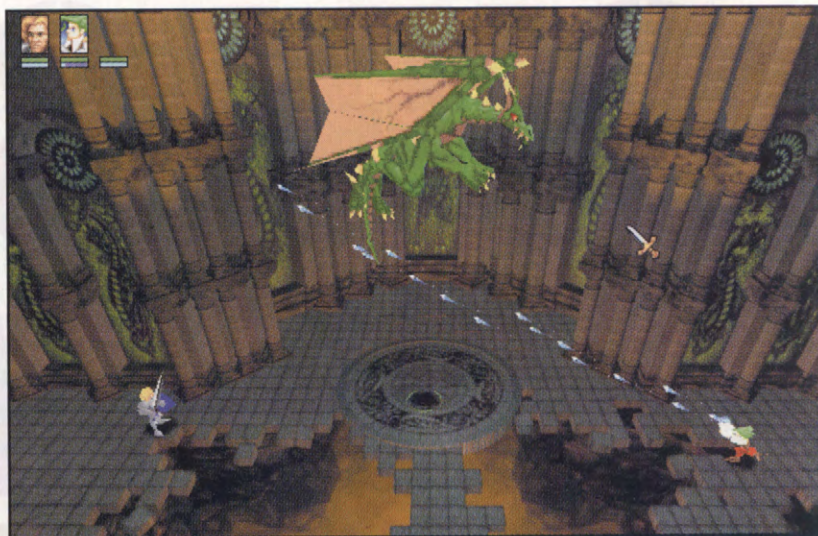
## GREAT EXPECTATIONS

*Silver* promises to be a truly epic adventure. There are 270 different locations to explore in the game, and more than 60 characters to meet and interact with. The characters give you

## FIRST ENCOUNTER

information which points you in the direction of ‘mini-quests’ that take you away from the main storyline. You’ll have complete freedom to explore the massive game environment at your leisure too, with non-linear, open-ended gameplay thankfully high on the developers’ current wish list. To give you some idea of how big *Silver*’s digital game environment will be, Infogrames reckon their experienced playtesters are currently taking 32 hours to get from the beginning of the game to the end, despite the fact that they know exactly where to go in the game and what to do next when they get there. Less experienced players can presumably expect to be flummoxed for the best part of a week, then.

*Silver* is undoubtedly a game that shows great promise. We’ll hopefully have a full preview for you next issue, on sale Friday 12 February. **PCZ**



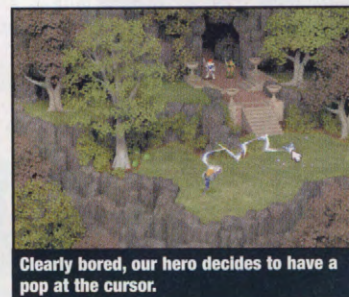
Small person versus large dragon. Unfair.



The locations are beautifully represented with stunning attention to detail.



*Silver*’s real-time combat is bound to prove popular.



Clearly bored, our hero decides to have a pop at the cursor.



Much walking up and down stairs is obviously required.



The number of characters on-screen at the same time here hints at Pentium II minimum specs.



# GIRLS JUST WANNA HAVE FUN



Look out, boys – women are sharpening their knives, loading their Uzis and coming after you. Virtually speaking, of course. Our heroic war reporter *Adam Phillips* cowers in the trenches



**B**ack in the old days, the gaming world used to be rather like belonging to a golf club. The golf world is notorious for blokes playing with each other, while usually excluding women or regarding them as second-class members. After putting a hole or 18, the golfers then spend the rest of the day rubbing shoulders in oak-panelled lounges, moaning about their wives while desperately trying to further their social standing by kissing the butts of members with Jag XK8s. They're sad tossers, in other words.

The trouble is that in the Western world, computer games have been mainly the territory of 'men only' as well. For one thing, it was a pastime usually restricted to blokes who enjoyed all things techie – after all, the computer was hardly regarded as a fashion accessory back then. Gradually, over the years gaming slowly became something of a bloke thing – a few blasts in a game of deathmatch *Doom* for a touch of male bonding. And while all this was going on, of course, some of these guys naturally ended up designing games, and have been churning out testosterone-charged software ever since. Until recently, this meant that most missions/stories revolved around cutting the gonads off a fire-spitting demon, or saving a hapless princess who



**“You couldn't jump on any multiplayer server without being insulted. The main comment when I was winning was: 'You're a female?' followed by loads of expletives”**

ADRIANA BROWN AKA BOSTONCHICK

example is GameGirly ([www.gamegirly.com](http://www.gamegirly.com)), a site which acts as a major focal point for many women with a penchant for playing and slaying. Before paranoid males start beating their chests and bleating that such a site is as bad as that local golf club, over 50 per cent of the membership is male.

US-based 23-year-old Vangie 'Aurora' Beal created the site back in November 1997 for numerous reasons: “GameGirly came about because of the lack of information being provided by sites

sported a surprisingly large pair of mammaries, and the key to her chastity belt for whoever saved her.

In the words of top game producer Peter Molyneux (of *Populous*, *Magic Carpet* and impending *Black And White* fame): “These games are designed by blokes who like shooting things, for blokes who like shooting things.”

Times are changing though. Boys are no longer the sole users of their toys; girl gamers are also getting in on the act, muscling their way into the game-playing scene on both sides of the fence – from kicking butt in *Quake* deathmatches, to

getting stuck into game design. The most obvious litmus test for this 'evolution of interest' is the Net, where female gamer culture has really taken off. The most visible

and the press for female gamers, the male-centric views and opinions, and the misconception that women only like puzzle games,” offers Vangie. Her ambition to put female gamers on the map is no walk in the park either – the site takes up to five hours of Vangie's time a day. And that's with a team of four editorial staff as well.

## TOYS FOR BOYS, GORE FOR GIRLS

The site's ultimate mission is simple: to provide 'genderless' coverage of the computer games industry. “By that I mean do what any games resource does,” states Vangie, “but make sure females feel welcome and not turned off by how we present the information.” Indeed, while bloodthirsty game content can turn off some women (see Ground Zero panel on following page), ➔



There are loads of girl clans dedicated to games like *Quake*.

## THE PEOPLE WITH THE POWER

**While there are plenty of women out there who love laying waste to the enemy with rocket launchers and double-barrelled shotguns, the male-oriented nature of many games is off-putting for many potential female players**

Game designers and producers are the people with the real power to change this bias and open games up to a wider audience. *PC ZONE* talked to two bods from the games industry to glean their views on the gender issue.



### IN THE GENTS

**Name** Eric Adams

**Job** US producer for Eidos Interactive

**Games** *Commandos*. Currently working on *Braveheart*

**Do you think that there is anything you can do as a designer to make your games more appealing to women in general?**

“I always want to include strong female characters. I personally frown on degrading women in games, therefore I want women portrayed in an empowered way. I think developers need to include more character interaction (verbal and text), puzzle solving and intrigue. Women want the railgun but they also want to learn the motivations of their ally or enemy.”

**Have you ever had a design meeting where you asked people what they think will appeal to female gamers?**

“Creating the best game is always the priority in my situation. Targeting a specific audience is very risky from a sales standpoint. The market is just too competitive and

saturated to place your chips on one group. From Eidos' point of view though, the *Tomb Raider* series is specifically designed with all genders in mind.”

**When you get job applications from people wanting to get into the industry, what's the ratio of men to women?**

“For every development position there is approximately a ten men to one woman skew. The female opinion is very invaluable to me – women spot problems and quality issues that men often miss.”

**How do you feel about the representation of women in titles such as *Duke Nukem 3D*?**

“I'm not a big fan of *Duke's* portrayal. I think female characters are starting to get respect from development houses though. However, you will always have teams that portray them in a pornographic way. I would say that up to 1996, 80 per cent of the portrayals were not ideal. Now the shift has gone the other way. Given the choice, I always play a female character – I just love women who can handle the lipstick and the railgun with equal skill!”



### IN THE LADIES

**Name** Susan Dodd

**Job** Producer/product manager at Simutronics

**Games** *Gemstone 3* and *Hercules & Xena: Alliance Of Heroes*

**What do computer game creators need to do to make their games more appealing to women?**

“Oddly enough, I don't think games need to change much in order to appeal more to women. As an example, we had a lot of fun around here with *Diablo*. Both women and men enjoyed the game quite a bit. However, I would have been more intrigued had I been able to choose from more

than one type of female character. If you wanted to play *Diablo* with a character that looked female, your only option was to play as an archer. Now why was that? How much more difficult would it have been to include a female warrior and a female wizard? I think it's an example of a great game that could have been even better and might have been more attractive to women with a seemingly minor change.”

**What do you think female gamers look for in a game, and do you think their tastes differ from males'?**

“While I believe that there may be certain aspects of games and gaming that appeal more to women than to men, and vice versa, there are no huge differences between us in general. The people at Simutronics – whether male or female – who play a lot of games find quality the most important factor. Enjoyable environments, intuitive interfaces, balanced gameplay, small goals to be achieved (levels, puzzles, whatever), fairness and, most importantly, multiplayer capabilities are what make a game compelling to us.”

**Finally, how do you feel about the representation of women in titles such as *Tomb Raider*?**

I am not offended by Lara Croft. She's a fun, tough character that appeals to an important target audience. However, she's clearly not a female who's supposed to make the game appealing to women. The Croft character is built to appeal to men, and is obviously successful at that. Additionally, I believe that a lot of women do enjoy playing *Tomb Raider*, whether or not they approve of the depiction of the heroine. There's a lot to be said for a fun game and many of us are perfectly willing to overlook minor annoyances if we're having a good time. Having said that, I would love to see more gaming companies creating heroic female characters that look the part.”



It was love at first sight.

**Sin** is the fully interactive first-person 3D shoot-'em-up experience brought to you by the special level designers in the industry. Sin features a character-driven story line with action-based outcomes and revolutionary multiplayer gameplay powered by the enhanced Quake III engine. You are Colonel John R. Blade, head of the last-standing, private production agency in Freeport. Sin is a real-time out of fighting crime now you're going to make Elaxis pay for her sin. Whatever the outcome... Elaxis will keep you up all night.

For more information on Sin, visit [www.singame.com](http://www.singame.com)

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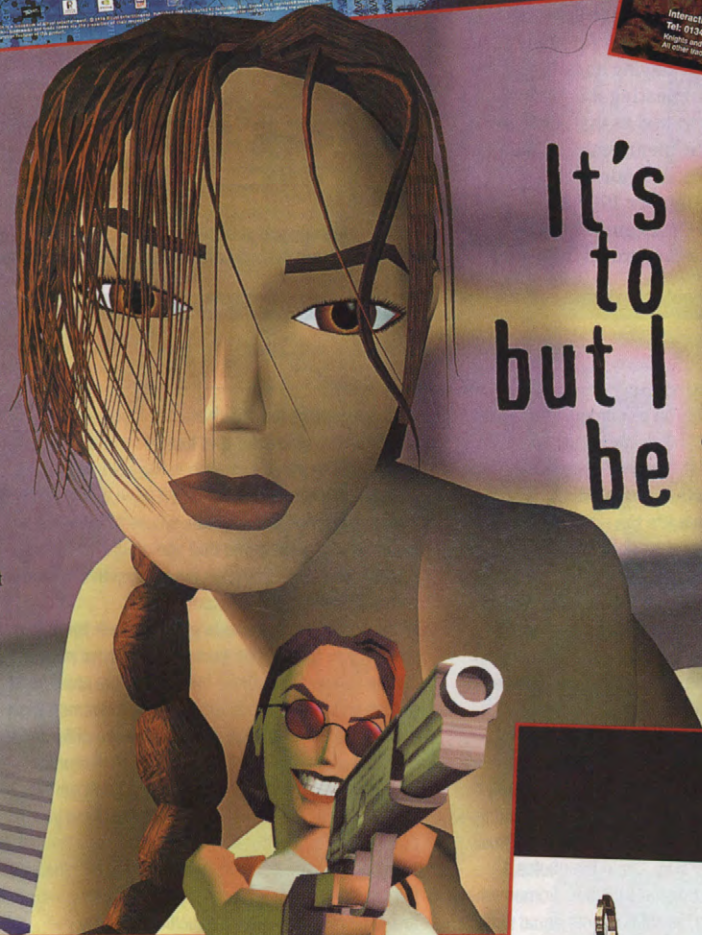
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Tomb Raider."  
in Power



It's hard to believe but I just get better and better

① Much game advertising and content features women with large guns and big breasts. While we here at PC ZONE love 'em cos we're mainly blokes, do girl gamers find them a massive turn-off when it comes to choosing a game? Send us your thoughts, ladies.



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PCZONE CLASSIC



Vangie believes that many actually have a problem with the image surrounding games culture. "Before I started playing shooters and popular 3D games, I did play games but just not those kinds. Fortunately I hung out with a group of male friends and they were very much hard-core gamers. We'd talk about games like *Doom* but the trouble was, after looking through the game magazines the image I saw associated with these games was this 'guys-only' thing. My friends convinced me to have a go on *Doom* – and I loved it. I realised how much fun it was to sit on a computer, frag people and gun my way through the levels."

No mean achievement considering the next obstacle that slammed into the girl gamer bandwagon: the male backlash. Having been a club for blokes for so long, some

cavemen types were none too happy with the idea of girls encroaching on their territory. Adriana Brown, aka BostonChick, runs her own homepage ([www.bostonchick.com](http://www.bostonchick.com)) dedicated to gamers, and remembers what it was like trying to multiplayer with the lads. "In the past, the male gaming community was horrific," she recalls. "You couldn't even jump on any multiplayer server without being insulted. For example, my name, BostonChick, succumbed to many beatings and insults, especially when I was thrashing them or had the highest score on the server. The main comment when I was winning was: 'You're a female?' followed by expletives."

Fortunately things have moved on. Nearly (see The Unfairer Sex panel, far right). "I can't say that it's like that any more," offers Adriana. "Occasionally you will run into players who still don't accept female gamers, but they are rare to find now. Actually, I find that many of the players are extremely friendly and willing to play female gamers without passing judgment."

This gradual acceptance by women-fearing fellas that girls can indeed play and enjoy games has



**"I would love to see the day when people understand and believe that girls play games, that they enjoy blood and gore, that flight simulation is intense, and that building empires is damn fun"**

VANGIE 'AURORA' BEAL

already been picked up on by some game companies. They're slowly beginning to wake up to the financial potential of creating games that appeal to a far wider audience. While the likes of *Tomb Raider* and *Lara Croft* may have some women up in arms over Croft's ungodly proportions, the bottom line is that the strong-willed, take-no-bullshit heroine has appealed to plenty of female players as well as the male of the species.

Ultimately, girl gamers like Vangie actually look forward to the day when a site like GameGirlz won't be necessary. "I'd love to see the day," confesses

Vangie, "when people understand and believe that girls play games, that they enjoy blood and gore, that flight simulation is intense, and that building empires is damn fun; when I can write a review and not be told

that my opinion doesn't count because I'm a chick. I think that would be something to look forward to." And she's adamant that such an ideal is not a pipe dream: "I do see it happening."

So should there be any resentful blokes reading this who are opposed to the idea, perhaps they would be better off trading in that PC now for a set of golf clubs to avoid embarrassment a few years down the road when they find their rabid 'anti-chick' views in the minority. **PCZ**

➤ More about this girl gaming stuff is aired in this month's Mailbox – see page 8.

## THE UNFAIRER SEX

**It's only a game, boys, but some of you haven't half laid into GameGirlz. Just what is it that you're afraid of?**

Women haters – the Net's full of them, and a site like GameGirlz offers ideal ammunition for an ever-decreasing minority of male social retards to launch into rednecked, gender-bashing verbal rampages. The following couple of acts of 'free speech' are among the hate mail highlights sent in to GameGirlz over the last year. They are printed here in their original, grammatically-challenged form...

"Yes! This is just what the net needs! A place where lesbian feminist rightwing pinko neonazis meet to claim they can outperform men in the computer room. When I first went to your site, I couldn't help but chuckle. I'm not gonna try to phaze your 'thick as a brick' mind that men have this little thing called 'hand-eye coordination' (hey, we need it to masturbate) that women don't. 70% of your mail messages are from men, and the rest are from big-assed females that never get any so they turn to their ex-porn-star-turned-net-freaks for support. Never before have I seen a web site with penis envy. Congratulations, you guys really outdid yourselves this time."

'Spanky McSquirt'  
(of the crotch rockets)

"I think yer just a f\*\*king lesbo and should find another hobby."

Juneo

## GROUND ZERO

**PC ZONE took to the streets and vox popped the fairer sex to glean their views and opinions on what the computer gaming scene does (and doesn't do) for them**



**Name Tina Hackett**  
**Age 23**

**Do you play computer games?**

"Yes, but not as much as my male friends. And I wouldn't pay £40-plus for a game. I wouldn't say I go for

one genre more than another either."

**Do you think computer games are aimed at men or women?**

"Probably men. Developers know that's their main audience, but most games have universal appeal."

**Why do you think games appeal more to men?**

"I think women are more social creatures – they prefer to go out and actually have a real-life conversation! I'd say men are more competitive too."

**What do computer game creators need to do to make their games appeal more to women?**

"I don't think they'd really win any new recruits if they brought out games specifically aimed at women. It'd be patronising. They'd probably do something like *Sim Beauty Salon*, or a driving game where you have to learn to park!"

**Lara Croft – a positive gaming character for women, or an exploitative sexist male fantasy made 'flesh'?**

"It's good that the *Tomb Raider* games don't hold with that 'tough guy rescues damsel in distress' crap. So as a game character, if she's got big boobs, a big gun and a brain, all the better."



**Name Liz Jasicki**  
**Age 28**

**Do you play computer games?**

"I don't mind dipping into them if I'm at someone's house, but I'm past really getting into them. They make

people more anti-social. You can sit for hours on the computer and not have to interact with anyone else."

**Are computer games aimed at men or women?**

"Men, definitely. They're all 'let's kill everything as violently as possible'. I find that exceedingly boring."

**Why do you think games appeal more to men?**

"Because men don't have wars to go to anymore. They need something to do in a pack mentality and have to find some way of expressing these feelings. I'm all for games for the adult man, but often they get too obsessed and play all the time!"

**What do computer game creators need to do to make their games appeal more to women?**

"Create games with stronger stories and characters that require you to work things out and use your brain!"

**Lara Croft – a positive gaming character for women, or an exploitative sexist male fantasy made 'flesh'?**

"She's a mixture. She's a sex object because she's scantily clad, with big tits, tiny waist and long legs. But she's also independent, forceful, strong and can take care of herself, which is a positive thing for women. But because she looks the way she does it's all rather negative really."

**D.O.L.L.**  
Descent Online Ladies Legion  
DOLL (<http://members.aol.com/~dollworld/homepage.html>) is another example of ladies-only clans, and is aimed at online Descent girl gamers.

We are a group of women who offer a place where females can meet others like themselves. We offer a news center, LAN party info, game reviews, a mailing list for females and interested males, and much more. This site is what we make of it. Join Us.  
Da Valkyries (<http://valkyries.nuggets.net>) is another website focusing on game girl issues and resources. The beginner's guide to online games is particularly handy.



# OBSESSED

WITH

# TASTELESS

## CASE HISTORY

PHOTOS: Simon Clay



### #9 THE SICK GAMES PROGRAMMER

**NAME** Jason Pitt

**AGE** 23

**LOCATION** Seattle, USA

**OCCUPATION** Worm geneticist

**OBSESSION** Writing topical shareware games with a biliously tasteless bent

**CONDITION BEGAN** With the release of *Gewt Ningrich* and the foundation of Evil X software

**HISTORY OF CONDITION** *Gewt Ningrich* was followed up with *Ganja Farmer*. Latest release is *Ken Starr's Hide The Cigar Game*, a low-quality *Space Invaders* clone with a topical flavour

**OUTLOOK** If *Jesus Christ Super Commando* ever sees the light of day, Jason should probably adopt a disguise and start living under an assumed name if he wants to avoid the more psychotic fringes of the rabid American right

**Meet Jason Pitt. The photos aren't bland, as befits his output. This is a man who spits out a wasps' nest each time he writes a game. If you're easily offended, put this magazine down and back away slowly, because this just ain't right...**

**WORDS:** Charlie Brooker

And to think, games used to be so damn nice. Back in the days of the Spectrum, at the peak of the reign of the Commodore 64, computer games rarely featured blood, nudity or foul language – and certainly not all three. Instead, they were suffused with harmless *Goon Show*-style whimsy – *Revenge Of The Mutant Camels*, *Fat Worm Blows A Sparky* and games in which cheeky *Whizzer And Chips* schoolboys fired peashooters at teacher's clad in mortar boards and capes. These were cuddly scenarios which carefully avoided stubbing the big toe of controversy.

No sex, no violence... and on the rare occasions when political satire reared its head, it was treated in a 'zany', light-hearted fashion. *Wanted: Monty Mole* was supposed to offer pithy comment on the miners' strike. To the punters, it was just a platform game featuring a mole hopping around down a hole in the ground.

But that was then. This is now. We've grown up to discover our world is a dark ball of sickness. The entertainment available on our computers reflects this. As the millennium looms, we're offered

sociopathic nightmares like *Carmageddon*, *Grand Theft Auto* and *Postal*. There's borderline porn in *Lula And The Sexy Empire* and hard-core porn on the Internet. And if we're looking for brutal political satire we can download *The Politically Incorrect Adventures Of Gewt Ningrich*. Haven't heard of that one? That's the game in which you play a right-wing US politician bludgeoning baby seals to death for cash. Said politico also machine-guns polar bears in the face. And that's just on level one.

Upset? Outraged? Looking for someone to blame, or maybe congratulate? The man you need to salute or strangle, according to preference, calls himself Jason Pitt.

### PITT THE YOUNGER

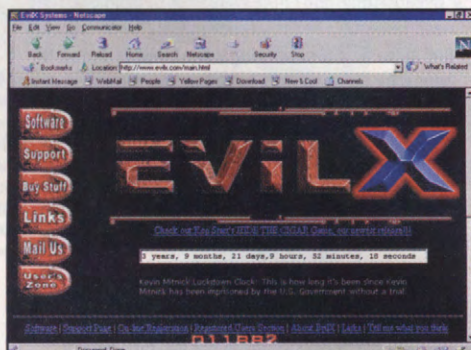
Jason Pitt was born on 30 April 1975. He is a citizen of the United States of America. The product of "a broken home", he shuffled from place to place extensively throughout his youth, living in locations as diverse as snowy *South Park* Colorado and sun-kissed *Magnum* Honolulu. He grew up watching *Saturday Night Live*, reading Douglas Adams and *Mad* magazine. Following school, he graduated from the University of Western Washington with a degree in

molecular and cellular biology and biochemistry. He now lives in Seattle.

By day, Jason Pitt is a research technician. He studies the developmental genetics of nematodes (that's worms to you and me). He describes his average day thus: "I go to work, check my email, kill several thousand worms, do weird things to several thousand dead worms, eat lunch, look at several thousand dead worms under a very expensive microscope, write a few things down, maybe take a picture of an interesting dead worm, check my email, throw away the worms and go home."

By night, Jason Pitt is Evil X Systems – a one-man software house specialising in attention-grabbing shareware games. They're not going to win any awards. They feel rough around the edges. As works of technical merit, alongside the likes of *Half-Life* or *Wargasm* – or any other commercial release for that matter – they shrivel into insignificance. But one thing they do have is character. And balls. And laughs. (That's three things – obvious Ed)

Jason runs Evil X more for grim determination than money. None of Jason's releases – from *Gewt Ningrich* to his latest, *Ken Starr's Hide The Cigar Game* – has made him a millionaire.



Jason's website squats ominously at [www.evillx.com](http://www.evillx.com). You can download all the games we've mentioned from there.



We all like to go clubbing... but Pitt creation *Gewt Ningrich* likes to go clubbing baby seals for cash.



How to play *Ken Starr's Hide The Cigar Game*. And how not to spell Havana and independent. Even if you're a Yank.



# GAMES

“People wonder why  
the Romans fed  
Catholics to the  
lions. I don’t”

JASON PITT





Jason Pitt: if you were a commercial games developer, would you give him a job?

But he hasn't given up – and his next release could be his most controversial yet.

But first, let's rewind to the beginning. How did it all go so horribly wrong?

## I DON'T LIKE MONDAYS

When Jason Pitt was nine years old, his parents bought him a book of programs for his old CP/M computer. It was called *The Big Book Of Basic Games*.

"I used to type them in and modify the code. I made the computer spell dirty words. Then dad bought us a Commodore 64 and I wrote little Basic programs that asked my family questions. When it detected my sister's name it spewed out a bunch of insults."

At school, Jason tried writing his first 'proper' game for computer class. It was based on Games Workshop's *Space Hulk*. "The board game had just come out and I f\*\*king loved it," he says. "I thought it would make a killer videogame. I didn't get it completely finished but I got an A on it anyway. Then a few years later, a real company licensed it from Games Workshop and made a fortune."

Jason left school, went to university and got his degree. While he studied worms by day, he continued tinkering with code at night. "The first serious game I ever wrote was *I've Got To Get To Taco Bell*," he recalls. "It looked a lot like *Spy Hunter*, except you were in a '69 Volkswagen Bug and your goal was to get to Taco Bell before you starved to death."

Whimsical stuff. Could've appeared on the Spectrum. But as he slogged away at the code, Jason became more and more dissatisfied with his creation. He grew bored. And angry. The silicon chip inside his head switched to 'overload'. And eventually he snapped. "One night I just said 'sod this – this is really weak'. I thought: I need to write something that says something. Videogames suck, car games suck... what the hell am I doing?"

Instead of climbing the local water tower to pick off innocent bystanders with a sniper rifle, he headed for the local mall "to blow off some steam". It did the trick. An afternoon of aimless slacking in a vast antiseptic commercial playpen gradually soothed his jangled nerves, and before long he was calm enough to begin his journey home. Then, as he made his way back through the parking lot, inspiration struck.

"As I'm leaving, I'm checking out all these freaked-out bumper

stickers. There's this big 4x4 truck with a Jesus 'fish' sticker, a 'Protect the unborn' sticker, and a 'This truck is protected by Smith & Wesson' sticker on the bumper. And next to that there's a pollution-spewing VW van with hippie 'Save the planet' shit plastered all over it. And I'm thinking to myself that by and large, people are really bloody stupid. So I decided to write a game about America, and how f\*\*ked up and ignorant the majority of us are."

That game was *The Politically Incorrect Adventures Of Gewt Ningrich*. Satire is alive and well and available as shareware. Swerve your browser to [www.evilx.com](http://www.evilx.com) and you'll see what we mean.

## NISSED AS A PEWT

Those of you whose eyes glaze over at the merest mention of US politics may not have heard of Newt Gingrich, the politician whose name is not a trillion miles from that of the game's Gewt Ningrich. He is – or, rather, was, since he has announced his resignation – the leader of the Republican party in the House of Representatives. Like many Republicans, Newt is a proponent of 'Christian values' and the importance of 'the family'. When it comes to perennial hot topics such as the economy, the environment, abortion, immigration, censorship and the Internet, Newt veers strongly toward the right. He is a man of Strong Views.

And were he to see it, he'd have incredibly strong views about Jason's game, in which 'Gewt' is shown gleefully clubbing baby seals, cutting down ancient redwood trees, murdering hippies and even getting matey with Jesus Christ himself. Sharp stuff.

Despite the title, Jason claims the game is intended not as a personal attack on Newt himself, but more as an assault on the attitudes and beliefs of the fundamentalist Christian movement that supports him.

"Newt is a bit of an enigma," muses Jason. "On one level, I despise him, and on another I respect him. He's not a stupid man. His constituents and the fanatics who back him are

ignorant trash, but he isn't. Some of the shit he believes in is completely at odds with what I think – but he's not a hypocrite, which is more than you can say for a lot of people."

Indeed it is. It's certainly more than Jason will say about Christian fundamentalists: "I absolutely cannot stand hypocrisy. Of all the things I hate in this world, hypocrisy is number one. And you will never find a more hypocritical group of people than at a fundamentalist Christian

**"By and large, people are really bloody stupid. So I decided to write a game about America, and how f\*\*ked up and ignorant the majority of us are"**

JASON PITT

church. Most of them are ex-wife beaters, drunks, drug addicts or child molesters who now consider themselves the 'chosen' who can tell me how to live my life. It's complete bullshit. I refuse to sacrifice reason for faith, and feel that anyone who does so is a fool.

"People wonder why the Romans fed Christians to the lions. I don't."

## THE HERB GARDEN

Still, not every Evil X game revolves around goading the religious right with sticks. Some are nothing more sinister than lo-fi exercises in good clean fun. Like *Ganja Farmer*. Yes, *Ganja Farmer*.

The promotional blurb on the Evil X website says it all: "You are John Parker, fearless Rasta soldier, and this is your last stand. You have mounted a 20mm machine gun atop your 1969 VW minibus, and will blow away anybody or anything that tries to f\*\*k with you or your herb!"

The action itself is simple: aim with the mouse and fire like fury at the endless flow of aggressors intent on destroying your marijuana crop. Not the most fantastic game in the world, but it's the little touches that captivate the attention. The reggae



*Ganja Farmer*: probably not Jack Straw's favourite game.



The later levels of *Ganja Farmer* are impossibly hectic.





Our hero again, this time chainsawing the heck out of an ancient redwood tree.



On level 5, Gewt gets to chat with Jesus Christ himself...

soundtrack. The black UN helicopters of paranoid conspiracy lore. The unconventional power-ups... such as the 'Bong of Death'.

"It was an attempt to write a game that was a bit more mainstream," deadpans Jason. "I figured there were more bored pot-heads than pro-active computer geeks like me, so I wrote a game that bridged these two worlds. Plus I had a friend who owned a

'head' shop, so I thought I'd have a place to sell it, since I was rapidly learning that trying to make money through shareware was a complete joke.

"I always loved *Missile Command*, so the gameplay's based around that. I threw in the Rastafarian god Jah, added a dancing pot leaf, got a friend to do the soundtrack... and pow! Four months later I had a smash hit."

A hit in every sense except the financial one. As with the entire *Evil X* catalogue, Jason didn't make money on *Ganja Farmer*. Still unscrupulous pirates include the game on several 'Ware' CDs. Not surprisingly, the idea of others profiting from his own hard graft gets Jason riled. "I've thought about ordering one and sending the money coated with a virus or some other horrible pathogen from the labs at work... but then I remember God doesn't want me to kill. He leaves that to earthquakes and lightning and tornadoes and suchlike."

#### OH, JEEZ...

But it seems *Ganja Farmer* was an interlude. Soon Jason will be back to

his favourite pursuit... antagonising god-fearing American conservatives. The sequel to *Gewt Ningrich* – a slice of hard-boiled action provisionally entitled *Jesus Christ Super Commando* – should whip up an absolute shitstorm of controversy if and when it finally arrives. Set in a world controlled by the religious right, it opens as the nation's leaders receive a

message from the farthest reaches of space. It's from Jesus. He's on His way back. And boy, is He pissed off.

"He informs the people of Earth that they've finally screwed everything up completely, so He and Dad have decided to wipe the slate clean," says Jason.

"So He returns to Earth to kill everything... personally. Standing in His way are not only all the creatures of the Earth – and I mean *all* of them – but the major deities of all the other major religions. Level one is Salt Lake City. It starts with you landing on Salt Lake itself and walking to the city."

But don't bother hunting for *Jesus Christ Super Commando* just yet. It won't be finished until the summer at the earliest. Jason's put it on the back burner for a while to concentrate on doing something more commercial – he needs the money. Which begs the question: has he ever considered applying for a job at a 'proper' software house?

"Yes, the money is enticing," he ponders. "But they probably wouldn't let me work on what I wanted."

No, they probably wouldn't. Not if they wanted to stay in business. **PCZ**

JC Super Commando: one thing's for sure – God is definitely on his side.

JESUS CHRIST  
SUPER COMMANDO



#### Joey Deacon's

Wheelchair Speedway Challenge



Wheelchair Condition

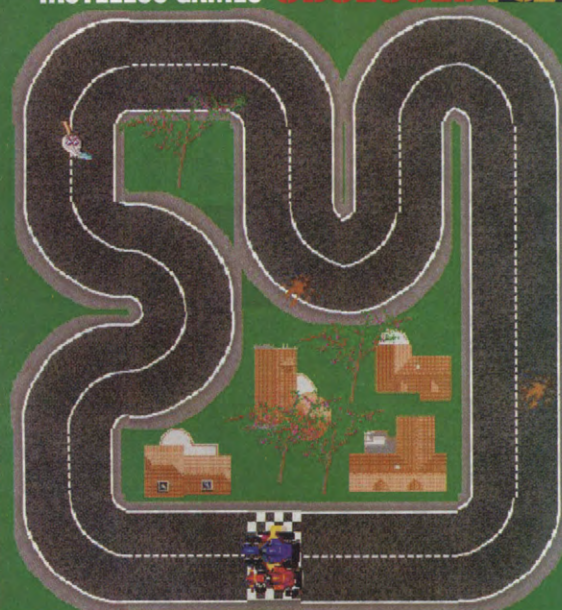
810

Score



Joey Deacon's *Speedway Challenge*: a very, very tasteless *Super Sprint* clone.

#### TASTELESS GAMES OBSESSED PCZ



## SICK AND WRONG

Other tasteless games you can pick up on the Internet

Jason Pitt isn't the only disaffected, angry loner writing PC games for his own sick amusement. Oh, no. There are other, similarly offensive shareware releases lying in wait for you right now, out there in the ether. Consider the following...

#### JOEY DEACON'S SPEEDWAY CHALLENGE

([www.milan.net/deacon.zip](http://www.milan.net/deacon.zip))

Unforgivable. Totally, totally unforgivable. And it isn't a good game, either. *JDSC* is basically just a poor *Super Sprint* clone with the addition of a severely handicapped man in a wheelchair. We're not making this up.



Obliterate The States: As Saddam, you wipe out the US.

#### OBLITERATE THE STATES

([www.fortunecity.com/boozers/mcnastys/298/](http://www.fortunecity.com/boozers/mcnastys/298/))

From the same mind as *Joey Deacon's Speedway Challenge* comes this, a fairly ropey *Klik 'n' Play* game in which you get to control Saddam Hussein. The object is to collect as many anthrax spores as possible, then wipe out the populace of the United States. Guest starring Kofi Annan and the late Princess of Hearts.



Ken Starr's *Hide The Cigar Game*: not exactly the greatest game in the world ever.

#### KEN STARR'S HIDE THE CIGAR GAME

([www.eviltx.com](http://www.eviltx.com))

A better idea on paper than in cold, hard reality. Jason Pitt claims to have written this in an afternoon... and it looks like it. Still, thousands downloaded it on the strength of its topicality and, besides, in Jason's own words: "It's pretty weak, but it took a day, and it makes the point of how stupid all this business really is. America is just one big episode of the *Jerry Springer Show*."



Jason Pitt absolutely cannot stand hypocrisy. Of all the things I hate in this world, hypocrisy is number one," says Jason, getting just a teensy weensy bit intense.



# IF YOU GO D WOODS



# NFK

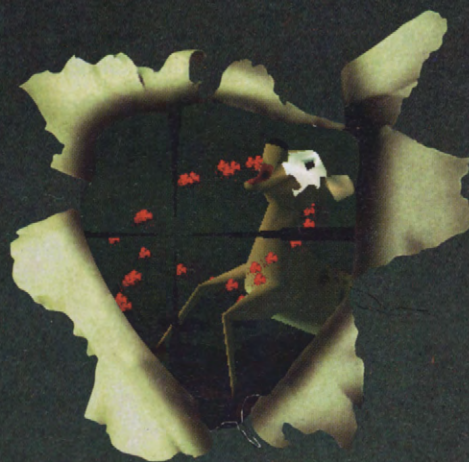
A ...hhh! Breathe in that clean, crisp woodland air and ask yourself is there anything better than a fun day out in the country. Just you, an arsenal of serious firepower and all those cute, little furry animals. Yes siree, we're going hunting.

NFK takes the noble sport of 'country pursuits' to an all-new, muck 'n' bullets, gameplay level. It's so totally ballistic it'll bring out the animal in you.

But you'll need a whole rucksack-full of stealth and cunning before you start sneakin' 'n' squelchin' through the mud and heather to blow-away some dear little deer!

And then of course, there are the other kind of woodland chums. The ones with the lizard skin and big teeth. The ones you need that grenade launcher for. The scary Jurassic kind!

Wild game! You can say that again.



AVAILABLE FROM MOST GOOD RETAILERS AND MAIL ORDER HOUSES



# DOWN TO THE AGAIN...



Includes  
**FREE! GIANT**  
Wallposter





# WHAT'S ON YOUR HARD DRIVE?

Once again **PC ZONE** collars a few gamers to find out which games are eating into their leisure time

★ WORDS/PHOTOS Craig Vaughan LOCATION Solihull



**RICHARD COLLEY**  
34, firefighter

**What's on your hard drive?**  
"Championship Manager 2, MDK and Tomb Raider III."

**Ah, a Lara fan!**  
"Yeah, I can't get enough of that generous bosom. I failed to find a patch on the Internet to strip her, so I got a screenshot grabber instead and took some in-game shots and 'fiddled' with them in an art package. I've got tremendous Windows wallpaper now, with files nestling in Lara's enhanced cleavage!"



**KAREN WATERS**  
29, complimentary health practitioner

**What's on your hard drive?**

"The Tomb Raider series. I think Lara is a wonderful role model."

**Blimey, another fan of Lara. I take it you're joking?**

"Of course I'm bloody joking. The whole thing's a sexist farce. I've got visions of idiots like him [Richard Colley] repeatedly gratifying themselves over laminated pictures of Lara Croft. It's sad titillation. I say: men sod off and grow up."



**KEVIN FARROW**  
35, public servant

**What's on your hard drive?**

"FIFA 98 and Age Of Empires." **Surely Age Of Empires is a bit crusty now?**

"I'm replaying it using some cool cheats. The best lets you charge around in a space suit, blasting everyone with a laser pistol."

**No Tomb Raider, then?**  
Yeah, I love it, but I only play with myself, when the wife's out."



**ERIC ENDERBY**  
54, self-employed builder

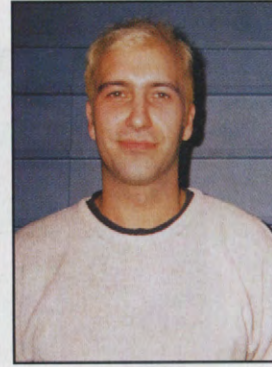
**What's on your hard drive?**

"Letterheads, invoicing and accounts software."

**...Sorry, we drifted off there.**

"I've got Theme Park, and I'd love a footie game but I'm outnumbered three to one by women in my house. We're very politically correct – no sex or violence. Well, not on the computer, anyway."

"I'd love to get my hands on Lara Croft though. This old dog could teach that young pup at thing or two."



**STEVEN ARSENOVICH**  
27, student

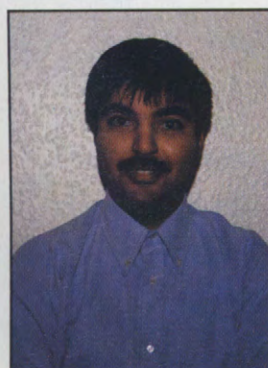
**What's on your hard drive?**

"The last time I saw it there was Photoshop, AutoCAD, Atomic Bomberman, and Colin McRae Rally on it."

**Have you lost it?**

"No, some idiot took it to fit a Zip drive and I haven't seen it since."

"The highbrow stuff helps me with my furniture design course work. I love Bomberman and Colin McRae because they're both very polished. That's a furniture maker's joke."



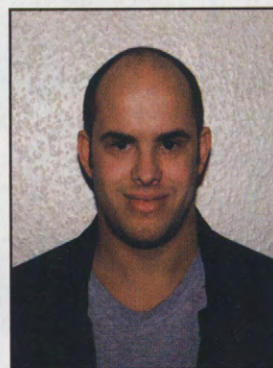
**ASAD SHEIKH**  
27, software developer

**What's on your hard drive?**

"Nothing that I want to discuss with you."

**Dare we ask why?**

"I'm burned out. I use computers at work and everyone pesters me for help. I get home knackered and get pestered relentlessly. I get more phone calls than all the major PC retailers after-sales departments put together. They're just box shifters, and idiots like me suffer as a result."



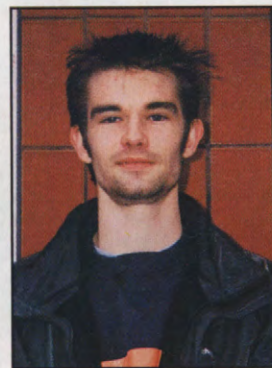
**GARETH JONES**  
21, technical support advisor

**What's on your hard drive?**

"Carmageddon II, Grand Touring, Need For Speed III and Half-Life."

**Blimey. Do you ever sleep?**

"No, I get the same hassle as my mate Asad. Ninety per cent of all the problems that people ring me with could be sorted out with the simple phrase 'read the bloody manual'. I play games to de-stress, and Need For Speed III is my current fave."



**DAVID ALNER**  
22, video games shop owner

**What's on your hard drive?**

"Nothing, I've just scrubbed it in preparation for my new business."

**Pray tell.**

"It's a video games shop called Insomnia, based in Fleet, Hampshire. I'm a bit spoilt having all the latest releases at my beck and call, but I'm playing through Grand Prix Legends and Populous, both of which are grade-A titles, which should sell by the lorryload and make me rich."



**SCOTT BROWN**  
29, computer programmer

**What's on your hard drive?**

"Loads of music packages, SiN and Need For Speed III. I've just bought Rogue Squadron too."

**A die-hard gamer, then?**

"Yes, I guess so. I'm well into doing my own music, and I'm just getting into DVD. I think it's gonna be massive on the PC. The picture and sound quality is awesome."

"I'll play any type of game, but favour racers and shoot 'em ups, so Lord Vader had better watch out, the Force is strong in me."



**LUKE COBLEY**  
13, student

**What's on your hard drive?**

"Championship Manager 2, but I'm after GTA too."

**Championship Manager 2 – isn't that the tedious text-based footie management game?**

"I can't stop playing it, and I'm desperate for the sequel. I'm hoping to get a new PC this month. With a bit more power I'll be able to play the fastest, newest games."



# PCZONE REVIEWS

INTRO REVIEWS PCZ

Don't spend a single penny until you've checked out the **ZONE** reviews first

## WHERE TO CALL

Having trouble finding any of the games listed in the reviews section of the magazine? Here are the numbers you need to call

**Activision** 01895 456 7000  
**Blue Byte** 01604 232200  
**BMG Interactive** 0171 973 0011  
**Core Design** 01332 297797  
**Cryo** 01926 315559  
**Crystal Dynamics/Ubi Soft**  
 0181 944 9000  
**Eidos Interactive** 0181 636 3000  
**Electronic Arts** 01753 549442  
**Empire Interactive** 0181 343 7337  
**Funsoft** 01322 292513  
**Gremlin Interactive** 0114 273 8601  
**GT Interactive** 0171 258 3791  
**Infogrames** 0161 827 8000  
**Interactive Magic** 01344 409399  
**LiveMedia** 01865 247714  
**MicroProse** 01454 893893  
**Microsoft** 0345 002000  
**Mindscape** 01444 246333  
**NovaLogic** 0171 405 1777  
**Ocean** 0161 832 6633  
**Sierra** 0118 920 9100  
**Sold Out** 0171 721 8767  
**Take 2 Interactive** 01753 854444  
**Telstar** 01932 22232  
**Virgin** 0171 368 2255  
**ZABLAC** 01626 332233

## THE HALL OF SHAME

These are the games that we still haven't been sent for review. This means they're either completely crap and the publishers are scared we'll pan them, or their PR machine isn't quite up to full speed. This month's offenders (some of them have been in our Hall of Shame for some time, eh Maxis?) are...

**LULA VIRTUAL BABE** Take 2  
**STREETS OF SIMCITY** Maxis/EA  
**BUST-A-MOVE 2** Acclaim  
**UBIK** Cryo  
**REAR** Black Friar

## REVIEWS YOU CAN TRUST

We at **ZONE** pride ourselves on telling you exactly what we think. Our writers are the most experienced and talented reviewers in the business. They're all experts in their chosen genre and they won't pull any punches – if a game's not worth buying, we'll tell you why. But we don't leave it there. We also want to know what you think of the games that come out, which is why we've got our Feedback section on page 100. This is where you get the opportunity to get your point of view into **PC ZONE**. If you've got a comment to make, then we want to hear it.



## DON'T BELIEVE THE JARGON

The standard spec machine these days is a P166 with 32Mb of memory – but before buying any game you need to make sure it will work on your system. Because the technical specs on packaging can sometimes be a little optimistic to say the least, make sure you check out the 'We say' bit in our tech specs box at the start of reviews. This is where we report on what we think the minimum tech specs should be. If a game runs like a tortoise on the machine listed by the publishers, then we'll tell you. All the games reviewed are tested on the minimum-spec PC as quoted on the packaging.

## WHAT DO OUR SCORES MEAN?

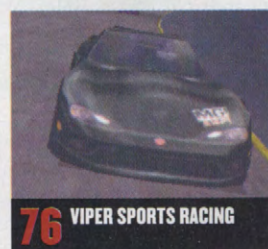
**PCZONE CLASSIC 90-100%** Here at **ZONE** we score every game out of 100. If a game receives a score of 90 or above, it is awarded the **PC ZONE Classic** award. These games are original, innovative, compelling and are worth buying even if you're not a fan of the genre.

**PCZONE RECOMMENDED 80-89%** If a game scores 80-89% it's awarded a **PC ZONE Recommended** award. Games that fall into this category are excellent examples of their type, and if you're a fan of the genre they're well worth buying.

**70-79%** Games that score in this region don't win any awards, but they're above average and well worth a look. If you're not a fan of the genre though, they will probably offer limited long-term appeal.

**20-69%** These games are below average and you should really only consider parting with your cash if you're a big fan of the series or genre or you see it at a reduced price.

**PCZONE PANTS 0-19%** Games that score under 20% should be avoided. They offer little in the way of long-term appeal, can be frustrating, and definitely aren't much fun. If a game is seriously bugged then it will also fall into this category. You have been warned.



## REVIEWS A-Z

This month's reviews in order

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SIN	100
WarGasm	100



# CHAMPIONSHIP MANAGER

★ £39.99 • Eidos Interactive • Out February

After what seems like years, the 'all-new' *Championship Manager* football management simulation is here. *Jeremy Wells* waves goodbye to his social life. Not that he gets out much these days

## TECH SPECS

**MINIMUM SYSTEM** Processor P166 Memory 32Mb RAM **SUPPORTS** All major sound cards **WE SAY** Frustratingly slow on a P166 with 32Mb RAM. We recommend at least 64Mb RAM to get the best out of it

## PCZONE CLASSIC

**W**ith *CM* having dominated the PC games chart for years, the latest game

in the mega-selling *Championship Manager* series was always going to have a lot to live up to.

Thankfully, *Championship Manager 3* succeeds in being both familiar and, at the same time, different enough to appeal to fans of the original who 'feared change'. The adage 'if it ain't broke...' is an old one, and it's obviously one that the Collyer brothers, the game's developers, adhere to. Unlike recent 'updates', however, *CM3* is as different to *CM2* (PCZ #56, 92%) as *CM2* was to the original *Championship Manager*. It's got a completely

new engine, for starters, which enables it to crunch the numbers a lot quicker and deal with the ever-bulging database that is at the game's heart.

There's also a hatful of new features that add to the game's overall appeal and addictiveness.

## VISUALS & INTERFACE

If you've played *Championship Manager* before, you'll find that everything here looks pretty familiar. If you haven't, rest assured you'll be able to find your way around *CM3* without any trouble at all. It's been extremely well designed.

There's often a lot of information on screen at any one time, and the addition of 'Windows-style' drop-down menus and the facility to cycle back and forth through screens makes navigating your way through the game much less of a chore than it should be. You can

still click on a player or team and instantly view the stats/squad screen, which is a blessing to those with a high curiosity quotient, and something that other management games have so far failed to pick up on. Numerous filters enable you to sort through the mass of information pretty effectively, and it's quite possible to spend hours just exploring the game, messing around with tactics and training and 'surfing' your way through

the transfer market. The fact that you can do this while the game is updating by holding down the left mouse button means you're rarely left twiddling your thumbs while the artificial intelligence plays out each match, as you were in *CM2*. It also means that if your machine isn't what you'd term a 'ninja-bast', you can go about your business as your processor chugs through the day's results.

Like EA's *FA Premier League Manager* (PCZ #70, 72%), you receive emails that keep you up to date regarding the transfer market, injuries, bans and general news. It's a nice idea, and it certainly helps perpetuate the feeling that you exist in a fantasy football world. That said, when you're desperate to get to your next match, and are forced to click your way through numerous

mundane messages informing you that the match between Colchester United and Man City has been called off because of a waterlogged pitch, or that one of your reserve players



## ALSO CONSIDER

**CHAMPIONSHIP MANAGER 97/98** (Eidos Interactive, £19.99) Okay, so it may be a little dated, but at this price and with the regular free updates on our CD, it's still worth considering if you're new to the game and don't own a ninja PC.

PCZ #57, 90%

**PREMIER MANAGER 98/99** (Gremlin Interactive, £39.99) Arguably one of the worst updates we've seen in recent years. Buy one of the earlier ones, they're better.

PCZ #68, 55%

**FA PREMIER LEAGUE MANAGER 99** (EA Sports, £39.99) Proof that a mega-money licence doesn't necessarily turn an average game into a great one.

PCZ #70, 72%





Wednesday  
15.7.98 EVE

<<< >>>

Continue  
Game

Deedoodu  
MacFarta

Competitions

Nations  
& Clubs

Awards

Find

Game  
Options

# Arsenal

PCZ

Squad

Transfers

Fixtures

Next Match

Finances

Past Meetings

Man Utd

## Charity Shield

Date	Sunday 9th August (25 days)
Venue	Wembley, London
Conditions	Unknown
T.V.	No live coverage
Team	Max 3 non-EEC players in the match squad
Rules	Penalty shoot-out if scores are level after ninety minutes
Subs	5 named, maximum 3 used
Last Match	-
Weather Forecast	Calm, Dry, Cold
Referee	Unknown

"If you've played CM before, you'll find that everything looks pretty familiar. If you haven't, rest assured you'll be able to find your way around CM3 without any trouble. It's been very well designed"

General Info

Last Match

Tactics

Premier Division

History

Back

Next

The sheer scale of this game and the attention to detail, coupled with the developers' obvious desire for accuracy and realism, lifts CM3 high above all other footie management games.

Wednesday  
5.8.98 AM

<<< >>>

Continue  
Game

Deedoodu  
MacFarta

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Nations  
& Clubs

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Game  
Options

# Boca Juniors

Squad

Transfers

Fixtures

Next Match

Finances

View

Filter

Position(s)

Fgn	Cordoba, O	GK		Esnáider, R
	Solari, A	GK	Fgn	Bermudez, J
Fgn	Basualdo, J	D/M R	Fgn	Dollberg, C
	Guede, J	D/DM L		Palermo, A
Fgn	Samuel, W	D LG		Ortega, R
	Redondo, A	DM L		Aimar, C
Fgn	Serna, M	DM C	Fgn	Cagna, D
Fgn	Riquelme, J	AM RC	Fgn	Latorre, D
Fgn	Caniggia, C	F RLC	Fgn	Rambert, S
Fgn	Cabanias, R	S C		Capria, S
Inj	Martinez, S	S C		

✓ All Positions  
Goalkeepers  
Defenders  
Midfielders  
Attackers

✓ All Sides  
Left Sided  
Central  
Right Sided

Available Only

Unavailable

You can take control of any team in 16 different leagues that span the globe. One minute you're managing Brighton, the next you're living it up in Argentina coaching Boca Juniors.

General Info

Last Match

Tactics

History

Back

Next



has caught a cold, it can get a bit frustrating. An option to filter the news, or maybe just receive news that is relevant to your division, along with international news, might have been a good idea.

When it comes to match day, you can opt to either watch the match in the traditional style – a constantly updated stream of commentary, with a sliding possession indicator bar – or you can switch to one of the new screens and watch them update before your very eyes as the match progresses, while keeping an eye on the reduced commentary that flashes up at the bottom of the screen. Thankfully, there's no longer an option to listen as well as watch, the general consensus being that nobody bothered to listen to the commentary because it was pretty crappy and slowed everything down too much.

## TACTICS AND TRAINING

You now have even greater control over your team's tactics and training, and can spend as long as you like devising complex new formations and saving them for a rainy day. There are numerous formations to choose from, and as well as giving your team instructions you can instruct individual players to hold up the ball, make runs and man-mark a player etc. You can also specify where you want each player to be when the ball is in one of the nine designated zones of the pitch, when you have possession and are trying to win it back.

Does it make a difference? Well, every manager would like to think that the decisions they make from the touchline affect what happens on the pitch, and *Championship Manager* has always been very good at perpetuating this sense of

## THE ENGLAND SQUAD

If players perform well, Glenn might call them

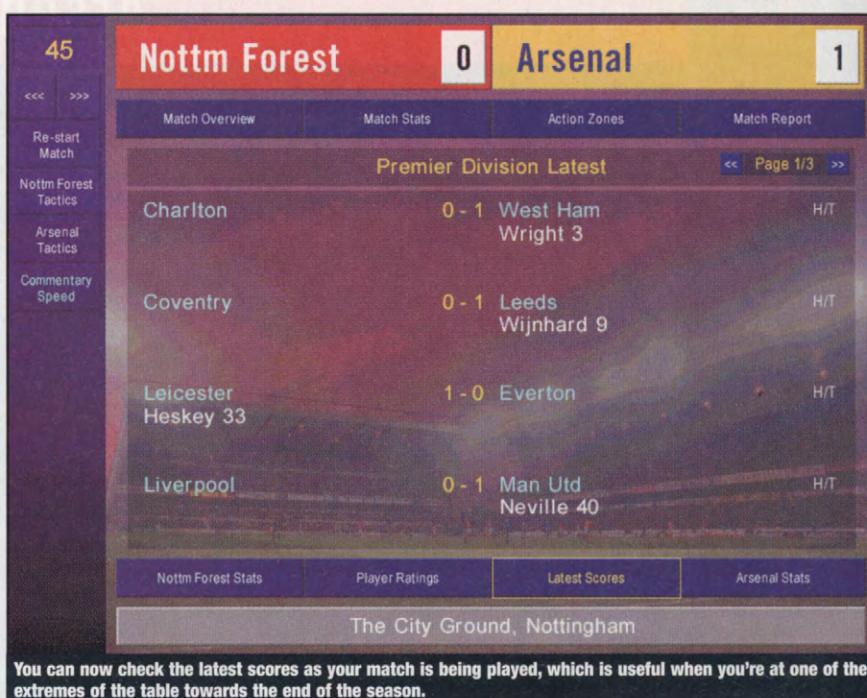
Of course, who gets selected for international duty depends on how players perform as you play the game. At the start of the first season, all the usual suspects were in evidence, with the notable addition of Chris Sutton, who's presumably made it up with the man in charge, or found God, or both – along with new boys Julian Joachim and Lee Hendrie.

After just 12 months, England stalwarts Adams, Ince and Wright failed to even make the bench, despite performing well throughout the season. Most alarmingly of all, David Seaman was deposed as England's number one in favour of Liverpool's self-confessed *Tomb Raider* addict David James. Villa's Stan Collymore, Ugo Ehiogu and Steve Watson all received a phone call from Glenn, as did West Ham's versatile Trevor Sinclair and Leicester's target man Emile Heskey, who was preferred up front (to an out of form Alan Shearer) to partner Michael Owen. Sadly, England's playmaker-in-waiting Frank Lampard Jr failed to get the nod, and Gazza was nowhere to be seen, despite performing well for Middlesbrough.

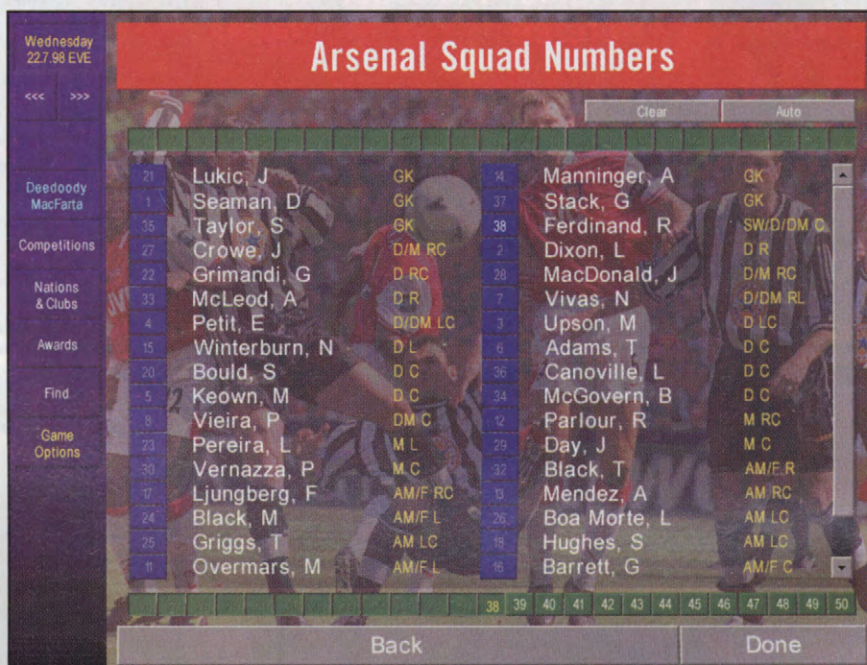
Under Manager Hoddle, England's youthful 'new look' side ditched the old-style continental 3-5-2 formation and opted to play a rather defensive and narrow 4-1-2-1-2 formation, with Rio Ferdinand sitting just in front of the back four, Beckham and Butt in midfield, and Steve McManaman in the hole. England qualified for Euro 2000 easily.



This is who's playing where when you begin the game.



You can now check the latest scores as your match is being played, which is useful when you're at one of the extremes of the table towards the end of the season.



You can now have up to 50 players in your squad and keep a massive shortlist.

“The sheer scale of this game and the attention to detail lifts *Championship Manager 3* high above all other footie management games”



Right, who shall we put out of business next?

## TACTICS AND TEAMS

Having good players is one thing, where you play them is another

There are numerous tactics and formations to choose from in *CM3*, and if you don't like the ones on offer you can always come up with your own variations and save them. I had a reasonable amount of success with a rather attacking-style 3-4-1-2 with which I've had great success in *CM2*. Of course, the players in your squad largely dictate what formation you play, and it's interesting to see how the artificial intelligence copes with injury problems and suspensions.

The formations for many of the teams in the game are more variations of what you expect them to play, rather than accurate representations, and it has to be said that at times the player selection is often dubious. What manager would leave Giggs on the bench when he's fit, for example? Mind you, the AI seems to know what it's doing, as Man Utd rarely failed to finish outside the top three.



Reggiana

0

Juventus

0

Match Overview

Match Stats

Action Zones

Match Report

First Half

GOAL FOR REGGIANA!

Last 5 Mins

65%

55%

Referee Francesco De Patre

Reggiana Stats

Player Ratings

Latest Scores

Juventus Stats

Giglio, Reggio Emilia

When watching a match, you can adjust the speed of the commentary if you're in a hurry.

Wednesday  
15.7.98 EVE

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Competitions

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## Friendly Comp

## Competition Options

Name	Friendly Comp		
Type	League	Cup	
Points For A Win	2	3	
Level Points	Goal Diff.	Goals For	Games Won
Extra Time	None	30 Minutes	Golden Goal
Deciders	None	Penalties	Shootouts
Number Of Teams	3	4	
Back		Next	

As well as arranging friendlies, you can now organise tournaments and tours.

The team of the week tells you who's performing well and has hit form.

Saturday  
22.8.98 PM

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Continue  
GameDeedoodo  
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## Premier Division Awards

Manager of the Year

Manager of the Month

Players Team of the Year

15.8.98 - 17.8.98

1	Mark Bosnich	Aston Villa
2	Gary Neville	Man Utd
3	Jacob Laursen	Derby
4	Dean Blackwell	Wimbledon
5	David Holdsworth	West Ham
10	Teddy Sheringham	Tottenham
7	Darren Anderton	Tottenham
8	Allan Nielsen	Tottenham
27	Marco Branca	Middlesbrough
10	Marcus Gayle	Wimbledon
11	Emmanuel Petit	Arsenal
12	Kasey Keller	Leicester
13	Emile Heskey	Leicester
14	Gary Pallister	Middlesbrough
15	Gary McAllister	Coventry



Team of the Week

Player of the Month

Young Player of the Month

## SON, I'M GONNA MAKE YOU A STAR

## How to find the next Michael Owen

Of course, you'll never win anything with a team made up of kids, but you can help fill your club's coffers by using your scouts and football nous to spot talent early on, and make a killing on the transfer market.

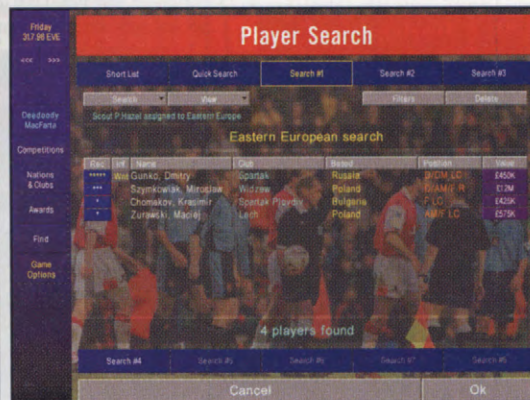
The Player Search facility in CM3 is more comprehensive than before, and enables you to send your scouts across the world to specified countries or regions in search of new talent – or, if you prefer, you can do the donkey work yourself. With the Quick Search function, you no longer have to specify the minimum/maximum stats of a player to come up trumps, but merely state whether you want him to be good at passing, shooting, jumping, tackling etc. You can then specify whether you want the player to fulfil all your preferred criteria or, say, three out of your stated six if you want to keep your options open. Thankfully there's the facility to save your search and load it up whenever you want to find new talent, which saves you having to reselect your criteria every time you search for a particular type of player.

You can also assign your scouts to scour the globe for new talent, and assign them to a specified country or region. As with the Quick Search, as well as indicating the kind of player you want, the desired age range and price bracket etc, you can select which skills you're most interested in. If you're after a decent defender on the cheap, for instance, you might indicate that you want a player with better than average tackling, heading and positioning skills whose contract is close to expiring.

Once you've assigned a scout, he packs his bags, heads off, and then reports back with his findings within a week to ten days. If he's successful in finding any players he feels meet your criteria, you're presented with a list of potential signings, each with a rating out of five, depending on how highly the scout thinks of them. You can then either approach the player's club immediately, or shortlist him for future reference, and instruct the scout to keep looking or assign him to another country or region.

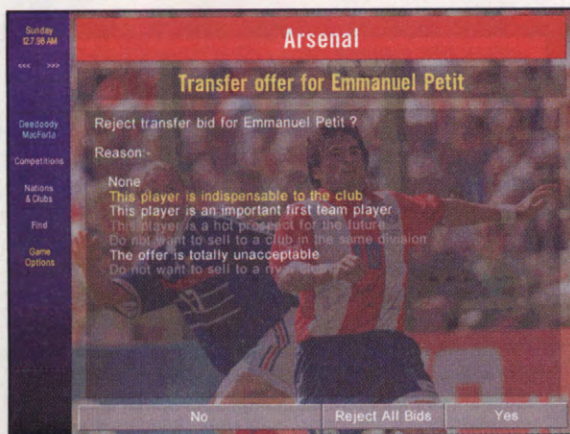
The fact that you're relying on your scouts' abilities to gauge a player's skill in certain areas means that it's altogether a lot more realistic than before. And as each scout is different, and looks at different things, you may get different feedback depending on who you send where. Send three scouts to look for players in Brazil, for example, and each may well report back with different recommendations.

Ultimately, even if you're a poor third-division club with a good scout, you've got just as much chance of finding the next Michael Owen or Joe Cole as a wealthy Premier League club does. Then again, a lowly third-division outfit is unlikely to be able to afford the services of a good scout. Shame.



It's best to use your scouts to find new talent – you get a rating out of five as to a player's potential.

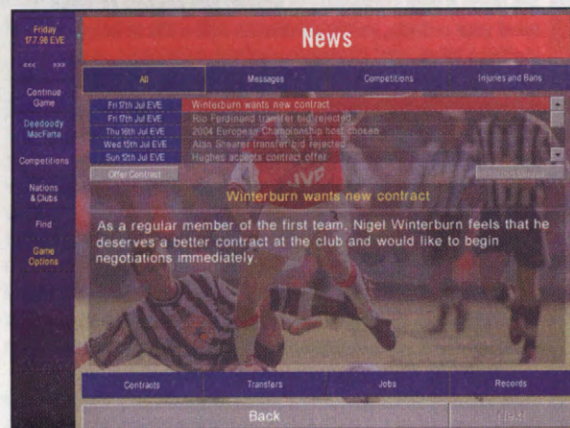




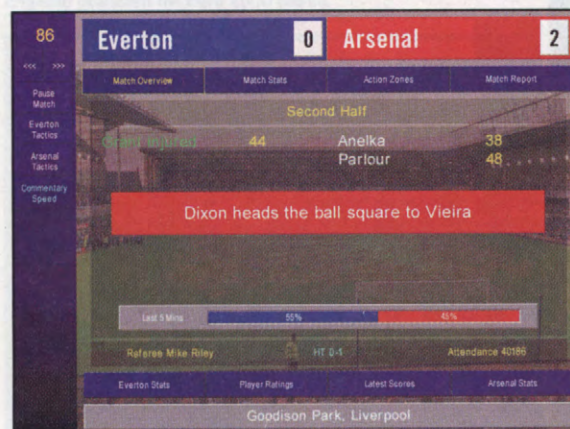
When you refuse a bid, you can now give a reason in order to try and up the price or put off the bidder from making any more offers.



It's a shame you can't instruct your players where to stand and where to make runs to during set-pieces and corners.



Keeping all your team happy is a massive balancing act. Fail to fulfil your promises and the transfer requests will come rolling in.



Can Everton stay up in their new post-Dunc era?



The photo backgrounds make a nice backdrop.

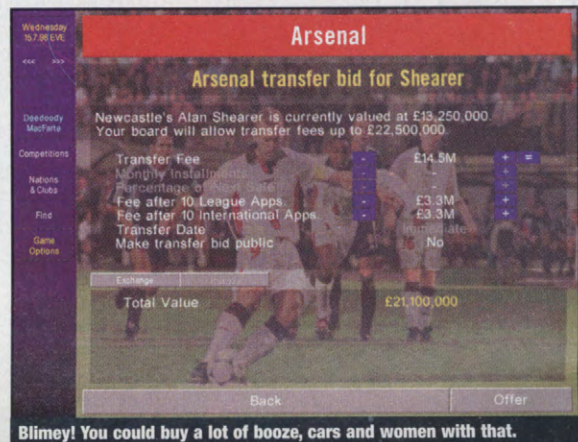
## HOW MUCH?!

With lucrative deals you can attract good players

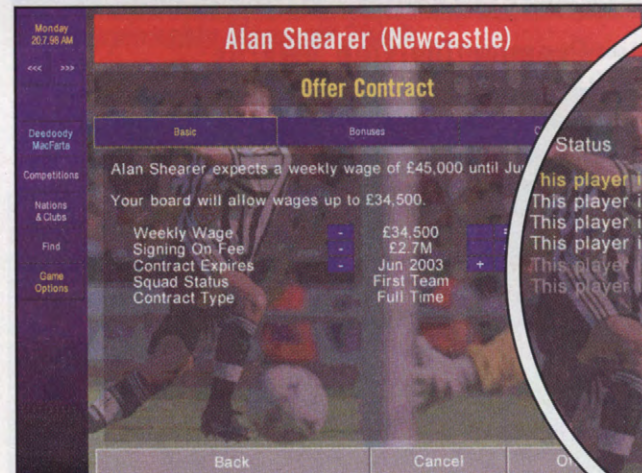
The player contracts in CM3 have been seriously revamped. Once a club has given you permission to talk to a player, you can start to discuss the nitty-gritty and thrash out a deal. Thankfully, for the sake of gameplay it is possible to tempt big stars to your club by offering them lucrative deals – as long as you're among the big boys.

You can opt to sign players immediately, or postpone it till the end of the season and build in appearance deals for extra cash. Players may well demand different wages depending on whether you say they will be a regular first team player, part of a rotation system or back-up for the first team. They'll also probably demand goal and/or assist bonuses, and may request a 'match highest wage' or a 'non-playing release clause' just to complicate matters.

As before, you can also loan players, though now you can haggle over what proportion of the player's wages each party pays.



Blimey! You could buy a lot of booze, cars and women with that.



Sometimes a player's salary expectations are ludicrously high. Most will accept a drop in salary if you offer them a regular first team place.

## Alan Shearer Set Squad Status

This player is indispensable to the club. This player is an important first team player. This player is used in a squad rotation system. This player is a backup for the first team. This player is a hot prospect for the future. This player is a decent young player.

If a player is indispensable to the club, his demands could be high.





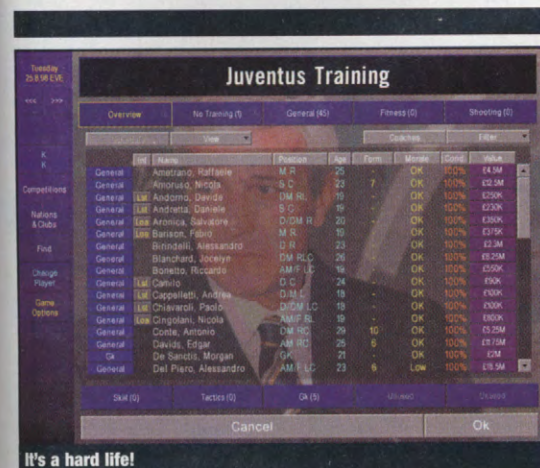
And the same to you – with knobs on!

## NETWORK PLAY

You can't play *Champ Manager* over the Internet (yet), but you can play over a LAN

Of course, what most *Champ Man* fans really crave is a version of their favourite game that they can play online over the Internet. Apparently that's in the pipeline for the next millennium, but in the meantime you can hone your skills against other 'human' players over a LAN (Local Area Network).

If you've played *CM* with your mates on one PC, then you know how much fun it is playing against other people. Playing over a network is pretty much the same, except that you can all search for players and mess about with your tactics without having to take it in turn. Your so-called 'mates' are also unable to spy on your tactics, sneak a look at your shortlist and bid for players you're trying to sign until it's too late. You can also send rude messages to each other. Which is f\*\*king nice.



It's a hard life!

## A LIFE OF REILLY!

No pain, no gain – make your players train

Everybody knows that professional footballers train for a couple of hours and spend the rest of their time playing golf and shagging page-three girls. Well, now you can get your own back and force your players to put in a little extra effort on the training pitch and make them work for their money.

As well as a general training schedule, you can also select certain members of your squad to concentrate on fitness, tactics, shooting, skills and goalkeeping, or even train to play in another position. You can also devise your own training schedules, though if you make them too intensive your players' form and overall condition could suffer.

Training your players won't make them change overnight, but it's worth doing nonetheless, especially with your younger players, who will have plenty of scope to improve as long as they have a high enough 'potential' rating.

control. After tweaking some of the existing formations and experimenting with the tactics editor, it becomes clear that certain tactics work better against certain others, but at the end of the day your players' individual ability, and in particular their morale, appears to have a greater bearing on how

**“You now have greater control over your team's tactics and training, and can devise complex new formations and save them for a rainy day”**

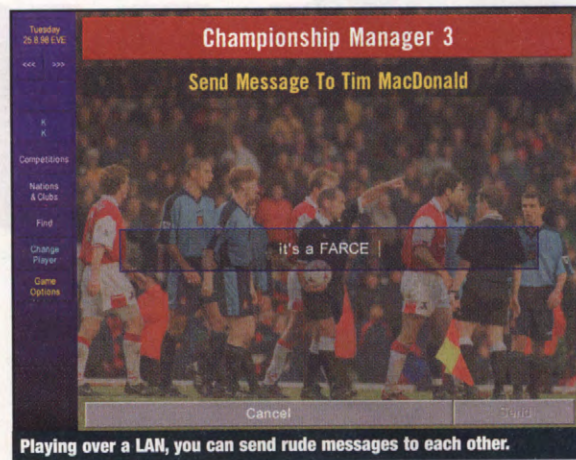
successful and consistent your team's performance is.

As if there wasn't enough to keep you occupied, you can now also opt to control your reserve team if you so wish, and this is a useful place to try out newly devised tactics without wrecking your first team's chances of success. If you like to have a hand in absolutely everything, or your team lacks dosh, you can also opt to look after the training schedules of all your players (see Life Of Reilly panel, left) and nurture your own home-grown talent. Be warned, however: results are gradual and sometimes non-existent if the player you're coaching happens to have a low 'potential' rating, and there's no way of finding this out apart from carefully monitoring his progress and stats as he goes along.

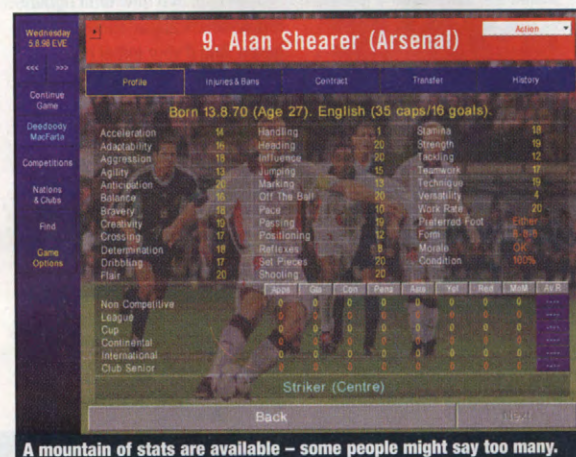
### TRANSFERS AND CONTRACTS

The fact that *CM3* boasts the biggest (and arguably the most accurate) player database ever assembled in a game of this sort goes a long way towards making it the best football management game available today. The sheer number of players available makes delving into the transfer market an absorbing affair, and the introduction of scouts, coupled with a more comprehensive 'search' facility (see How To Find The Next Michael Owen panel on page 69), makes hunting out new talent a compelling – if lengthy – process.

There's a fine line between realism and gameplay, and the fact that you can purchase players that in the real world



Playing over a LAN, you can send rude messages to each other.



A mountain of stats are available – some people might say too many.

would simply be unavailable helps make the game playable, while at the same time stretching the realms of credibility.

The fact that everything else in this area appears to live up to expectations helps perpetuate the suspension of belief. The players' salary expectations and demands, for instance, appear to be in order, as are their individual player statistics.

### A CONVINCING RESULT

There's little doubt that *Championship Manager 3* is worth buying. Of course, it's not perfect. You could argue that the players now have too many stats, the emails can get too annoying, and you could take issue with some of the stats themselves. Okay, some teams don't play as well as you'd expect, and if you haven't got a beefy processor it can all get rather sluggish, but the 'uppers' most certainly outweigh the 'downers' in this case.

Some addicts may even argue that it's too easy, others may say it's too hard. I managed to win the FA Cup, the League Cup, the League and the Champions' Cup in my first few seasons with Arsenal – and Spurs were relegated! Perhaps I'm a tactical genius, or maybe I just got lucky. Perhaps I should add that with

Liverpool I won nothing and was sacked after a season. It truly is a funny old game, but that's just part of its endearing appeal.

Because of the sheer size of this game, the more you play it and get to know it, the more 'quirks' or anomalies will inevitably rise to the surface. Consequently, it's almost impossible to give a 100 per cent accurate overview, given the task at hand and the time and space available here. That said, having spent the last two weeks playing this game solidly, I can confirm that: a) I'm completely hooked, and b) I will never look at *CM 97/98* again. And that's good enough for me. **PCZ**

## PCZVERDICT

**UPPERS** Massive player and team database • Accessible and familiar interface • Network play option • Improved tactics editor and reserve squads • Life-sappingly addictive

**DOWNERS** Can chug on non-ninja kit • Too many player stats • Emails can get annoying • No Internet play facility

**93** As life-sappingly addictive as ever



# BALDUR'S GATE

★ £39.99 • Interplay • Out now

**A traditional role-playing game with decent graphics? Surely not, says *Chris Anderson***

## TECH SPECS

**MINIMUM SYSTEM** Processor P166 Memory 16Mb **SUPPORTS** All major 3D cards  
**WE SAY** P200 with 32Mb RAM recommended for smooth play

**PCZONE  
RECOMMENDED**

**A** traditional role-playing game with decent graphics may sound too good to be true, but as you can clearly see from the screenshots, *Baldur's Gate* is indeed blessed with visuals far and above the standard normally expected from

this aesthetically challenged genre. And if your initial reaction to the game is in any way similar to mine, you'll be spending your first hour with *Baldur's Gate* simply wandering around, happy and content to take in the breathtaking environments and highly detailed buildings at your leisure. And all this in glorious 2D. '2D?' I hear you cry indignantly, no doubt having played around with the numerous 3D real-time strategy games currently crawling out of the woodwork with alarming

regularity.

Well, there are two schools of thought on this one. There are those who would claim that no self-respecting RPG these days would come furnished with an 'old-fashioned' 2D graphics engine. They are of course completely wrong. The enormous advantage of using a 2D engine is you can create highly detailed graphics for scenery, buildings and in-game characters. Top-down 3D games which allow you to view the action from any angle have, in my experience, sported visuals that have nothing in common with the phrase 'stunning attention to detail', as anyone who has played around with *Wargames* (PCZ #67, 78%) will readily testify. So then, as far as *Baldur's Gate* is concerned,

techie 'snobs' who insist on 3D game environments will obviously have little or no interest in the contents of this review. The rest of you, come with me.

## BENEATH THE GLOSS

Underneath *Baldur's Gate's* silky smooth exterior lies a game of considerable depth. Right from the off you're confronted with a myriad of options when you're asked to create a character to

in order to get into the game as soon as possible, but this will prove to be pure folly, as combat at the beginning of the game will be very difficult if your character is weak in certain areas. It's worth spending a bit of time on the character creation screen, fine-tuning your character's equipment and abilities until you're happy you'll be able to deal with difficult combat as soon as you stray from the safe haven of

**"It is blessed with visuals far and above the standard normally expected from this aesthetically challenged genre"**

play the game with. The more impatient among you will no doubt choose one of the predefined characters on display

the opening city in the game.

The first location you'll come across in *Baldur's Gate* is Candlekeep, a large citadel

Look, it's got dragons and everything.





**ALSO CONSIDER**

**DIABLO (Cendant, £19.99)** Real-time sword and sorcery affair with the emphasis on action, but the gameplay is fairly linear as a result.

**PCZ #48, 88%**

**FALLOUT 2 (Interplay, £39.99)**

Similar to *Baldur's Gate* except with a futuristic theme, and the combat is turn-based only, so maybe it's not so similar after all.

**PCZ #71, 86%**

**WARCRAFT 2 (Cendant, £19.99)**

More pointy-hatted real-time tomfoolery, but without classic role-playing elements.

**PCZ #69, 75%**

devoted to studying the arts of combat and magic. It's worth noting at this point that one of the characters in this town is prepared to teach you how to fight and use magic free of charge. This part of the game acts as a sort of hands-on tutorial on how to fight and use magic in battle. You're given several temporary team members so you can practice managing a large team in the heat of battle, and this also serves as an opportunity to

practice fighting many of the monsters you'll come across in the early stages of the game. The introduction of this tutorial element is a nice touch and it gives you an idea of what to expect when you leave the town, so you're advised to take advantage of this before setting out into the great unknown.

Once you leave the town however, you're on your own (your master gets killed after refusing to hand you over to a large group of magic users and ne'er do wells) and although there is a main plot you can follow throughout the game (which basically involves finding out why these people want you so badly) you're more or less left to your own devices as to what you want to do next. It's this freedom of choice to go wherever you like and follow whatever course of action you find most agreeable that makes *Baldur's Gate* such a joy to play. The massive gameworld is full of cities, temples and other places of interest and just moving from one major town to the next to find out what they have to offer is a joy in

itself. Most of these towns have shops that sell weapons, armour and magic items, and there are plenty of places where you can hone your combat skills or learn new spells, obviously for a price. Sooner or later though, you'll have to interrupt your sightseeing tour to get on with the real business at hand, ie killing people. Lots of 'em.

**BRING 'EM ON**

Combat in *Baldur's Gate* is a bit of a strange affair. The action unfolds in front of you in real time, but you can pause the action at any time to give orders to your team members. It's very similar to the combat system in *X-COM: Apocalypse* (PCZ #52, 95%) which suggests that the developers of *Baldur's Gate* were in two minds as to whether they should use real-time or turn-based combat, and in the end decided to use both in an attempt to please everyone. Whether this sort of thing will be up your street or not is really a matter of taste. Some people see the ability to pause real-time action as 'cheating', where others prefer the opportunity to think about the

consequences of their actions before committing themselves.

For the record, my own preference is firmly in line with the latter school of thought, as pausing real-time action to make decisions lends an element of strategy to the proceedings. Be warned then, that if hectic real-time action is your thing, *Baldur's Gate* is not for you (you won't last longer than ten seconds in battle if you don't pause the action). That aside, *Baldur's Gate* is a very competent game which has weeks of addictive gameplay in store for those willing to spend enough time with it to appreciate its hidden depths. **EW**

**PCZ VERDICT**

**UPPERS** Gorgeous graphics • Huge game environment • Intuitive interface

**DOWNERS** Combat not to everyone's taste • Character sprites a bit small

**85** *Ultima meets Diablo.*  
We like



That'll be lightning then.

**BORED GAMES**

**Boardgame to PC game in one fell swoop,**

*Baldur's Gate* uses the same system for spells and weapons as the *Advanced Dungeon & Dragons* board game. This may put off those of you who are scared of long lists of rules and statistics. Don't worry. While the AD&D system is ticking away in the background as you play the game, it's completely transparent so you won't even know it's there. In fact, I don't know why I even bothered telling you this in the first place (Because you've got two pages of copy to fill - Production Ed).



Surprisingly, when night falls everything gets dark.



Buildings are beautifully detailed. Look, proof.



Those icons wrapped around the screen give you access to everything you need to do in the game.



Minse: Less talk, more fight!  
Elminster: Casts Animal Summoning I

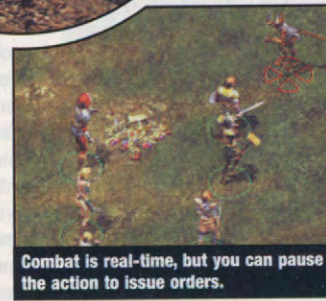
Bears are a complete pain in the arse. Avoid.



Up to six very weird-looking people can join your party at any one time.



Bring up the world map to get quickly from one place to another.



Combat is real-time, but you can pause the action to issue orders.



# STAR WARS: ROGUE

★ £39.99 • Activision • Out now

When it comes to *Star Wars*, Steve Hill is a child in a husk of a body

## TECH SPECS

**MINIMUM SYSTEM** Processor P166 Memory 32Mb RAM **SUPPORTS** Force feedback **ALSO REQUIRES** 4Mb 3Dfx or D3D accelerator card **WE SAY** That's more than enough

Since we previewed this last month, the name of the game appears to have mysteriously sprouted a superfluous '3D'. Maybe this is to allay the fears of those who expected a side-on scrolling shoot 'em up, perhaps it's a pointless waste of time, or it could simply refer to the 3D card required to play it. Yup, it's another accelerator-only affair, and if you've yet to take the plunge, you're soon going to be restricted to playing golden oldies while accelerated counterparts point at you and laugh maniacally.

section from *Shadows Of The Empire* and extrapolated it into a full game. Mass market arcade action is the order of the day, as you take the helm of a variety of Rebel craft and attempt to blow seven shades of crap out of the Evil Empire – something that makes you realise what heroes the actual Rebel Alliance were. In comparison to the sleek instruments of death piloted by the Empire, the Rebels are little more than angry farmhands in customised tractors.

The good will out though, and *Rogue Squadron* spans 15

“LucasArts have taken the opening snowspeeder section from *Shadows Of The Empire* and turned it into a full game”

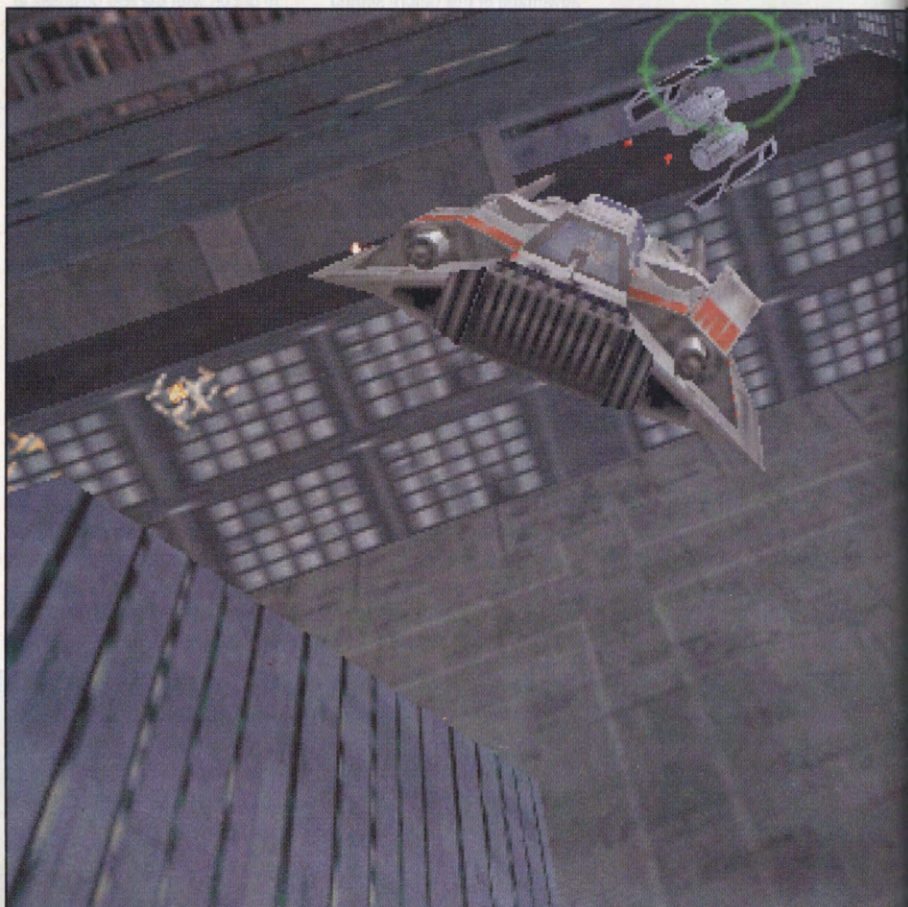
But despite the hardware requirements, the graphics aren't even that extravagant. Sure, they're as smooth as an eel, but not really worth shelling out 100 notes for a 3D card. You pays your money, you takes your choice.

LucasArts have milked the *Star Wars* cow raw of late, and most feasible genres have already been covered. So what have they done here? Essentially, they've taken the opening snowspeeder

missions with fairly clear objectives, such as escorting a supply convoy or protecting a stricken ship. If *Rebel Assault* was a game on rails, then *Rogue Squadron* has a plot on rails, as you have to endlessly repeat identical missions until you get it right. There is some variety, though, as success in later levels makes further craft available, enabling you to re-fly missions in a different buggy and try to do better. Performance-related medals are awarded for each level, although thankfully we are spared the *Jim'll Fix It* charade of the first movie.

## “DER DER DER DER”, ETC

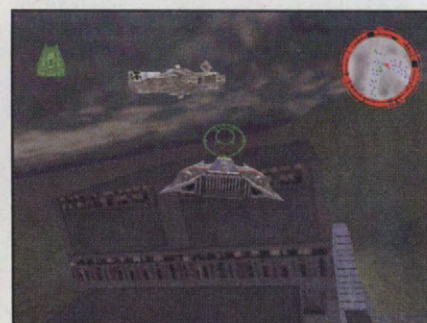
Fans of the films will lap the game up, as the atmosphere is pure *Star Wars*, and even men with steel hearts will find themselves whistling the rousing theme tune. Keener fans will be adding the impromptu lyric: “*Star Wars*, wonderful *Star Wars*, der der der.” All your favourites are in there, with Chewbacca's unmistakable bray instigating some woeful imitations – only Jeremy Wells' guttural whinny



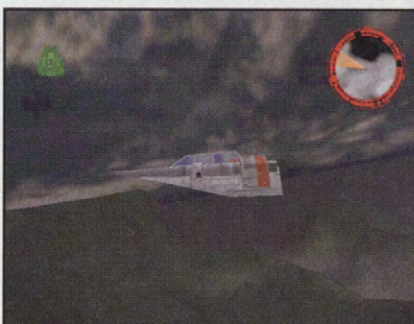
Inner city dogfights feature heavily. Kill all dogs.



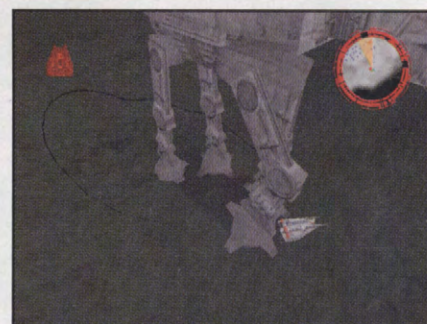
One of the earlier missions involves escorting this lot and ensuring that they don't get murdered.



The Millennium Falcon comes to the rescue. Which is nice.



The usual array of superfluous camera angles are included, along with a built-in grabber.



Trip up Walkers with your tow cable in a *Shadows Of The Empire/The Empire Strikes Back* style.

## ALSO CONSIDER

**SHADOWS OF THE EMPIRE** (LucasArts, £19.99) More *Star Wars* madness, the first level of which bears a freak resemblance to *Rogue Squadron*. Unfortunately, the rest of the game isn't quite as good.

PCZ #56, 88%

**REBEL ASSAULT I & II** (LucasArts, £14.99 each) These now ancient efforts were criticised as being on rails: the action was streamed from the CD with no real freedom of movement. Although it's still slightly restrained, *Rogue Squadron* is miles better.

PCZ #66, 45%



# SQUADRON 3D

“Mass market arcade action is the order of the day, as you take the helm of a variety of Rebel craft and attempt to blow seven shades of crap out of the Evil Empire”

## SHIPS OF FOOLS

The Rebel Alliance have a variety of ships to choose from, each with its own attributes, making some of them more suited to particular missions. Take your pick from these...

### X-WING

Named after its unique double-layered wings, this is one of the most versatile weapons in the Rebel Alliance's armoury. The wings – or S-foils – can be opened for greater manoeuvrability, or closed in normal flight for excess speed, while still enabling advanced aerobatics. Formidably armed, the X-Wing boasts high-powered blaster cannons in its wing tips, plus proton torpedo launchers on its main space frame. With its reinforced titanium alloy hull, it can absorb a barrage of minor hits.



### A-WING

The fastest starfighter in the Rebel Alliance, the A-Wing can outrun most ships in the Imperial navy, making it ideal for hit-and-run missions. Its powerful armament includes twin wing-mounted pivoting blaster cannons and concussion missiles. Although the A-Wing is highly manoeuvrable in dogfights, it cannot sustain much damage and its cockpit design exposes the pilot to enemy fire.



### Y-WING

A mutant hybrid of a fighter and a bomber, the Y-Wing formed the backbone of the Rebel Alliance starfighter fleet prior to the introduction of the X-Wing. The workhorse Y-Wing is larger, slower and less manoeuvrable than the X-Wing, and has difficulty against the more agile Imperial craft. However, it is extremely durable and heavily armed with blasters, an ion cannon and bombs, making it ideal for bombing and strafing runs against surface targets.



### SPEEDER

A nickname for the Incom T-47, this craft made a valiant defence at the fabled battle of Hoth, holding the Imperial forces off while the rebels evacuated their base. The Speeder is limited to low altitudes, is unable to perform elaborate manoeuvres and has no shields. But it compensates for its drawbacks with its high speed and small size, making it a difficult target for Imperial weapons to hit. The craft is armed with two blaster cannons, plus a tow cable to ensnare Imperial walkers.

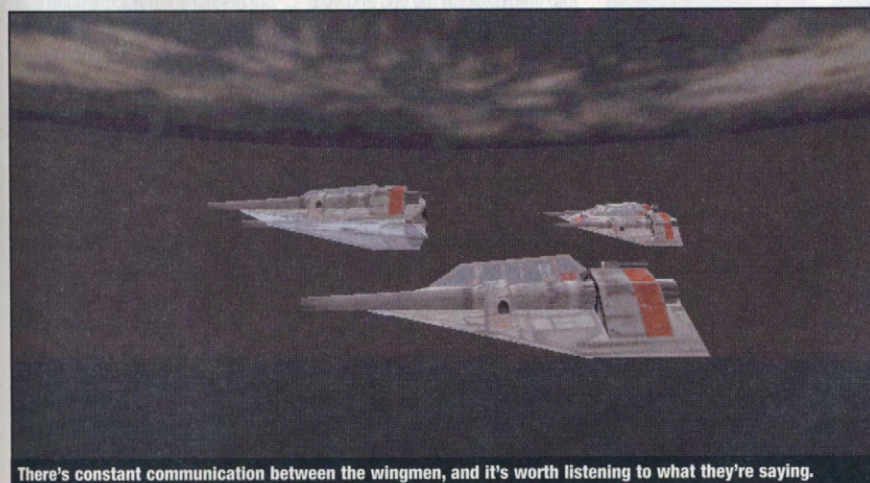


### V-WING

Thanks to its light weight and swift speed, the V-Wing has a definite advantage over the Speeder. It features a huge booster called a scram jet, delivering massive bursts of speed, although you need to bear in mind that it should be used sparingly because it takes some time to recharge. The V-Wing's weapons are linked up and can be fired simultaneously, although again you need to be careful how you use them as using them too often will lead to overheating.



The cockpit view is fairly basic, but reasonably effective.



There's constant communication between the wingmen, and it's worth listening to what they're saying.

comes close. Everyone likes *Star Wars*: it's the law. And while your cynical games bore could justifiably dismiss *Rogue Squadron* as *Terminal Velocity* in the *Star Wars* universe, they're missing the point. Not every game has to suck you in and turn you into a gibbering wreck – we've got *Half-Life* for that. This game won't keep you up all night pondering the worthlessness of your existence, but it is a lot of fun. With the possible exception of the much delayed *Force Commander*, this could be the last *Star Wars* game based on the classic trilogy. So if you don't

have time to sit through the movies yet again, and you fancy being Luke Skywalker for an hour, *Rogue Squadron* will rock your post-Christmas bells. **[B+]**

## PCZVERDICT

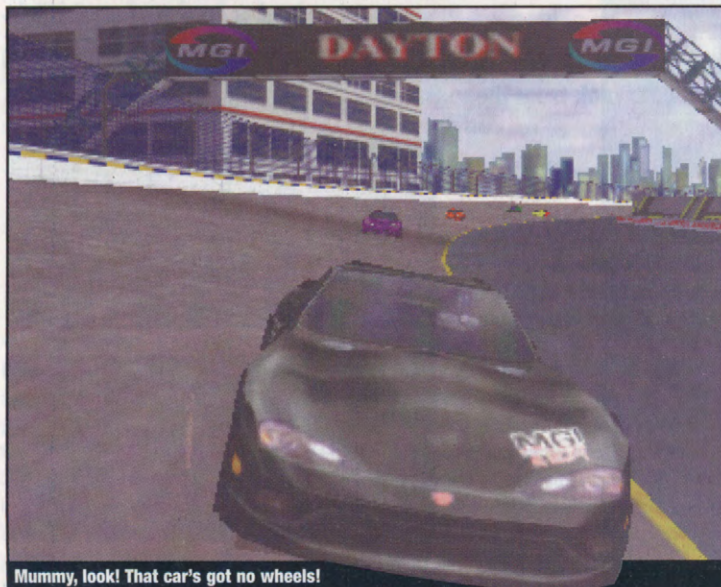
- UPPERS Top *Star Wars* atmosphere
  - Instantly playable
- DOWNERS Linear missions
  - Graphics a bit sparse • Forty quid

**77** *Star Wars*, wonderful *Star Wars*

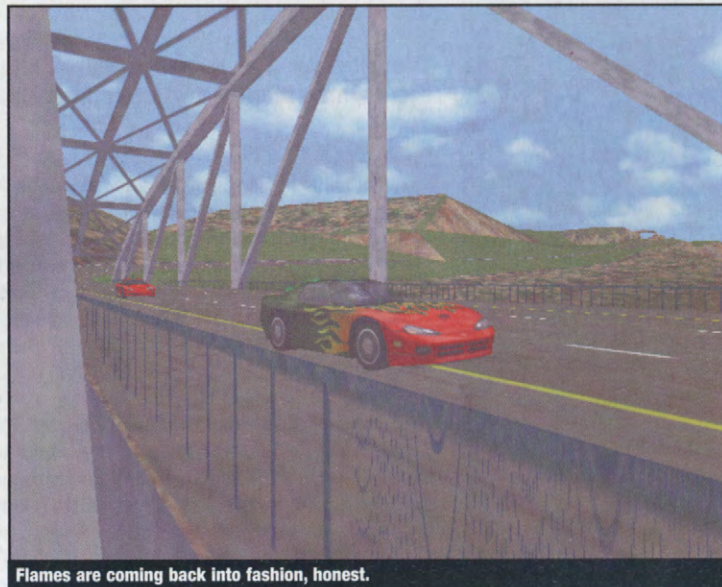


# VIPER RACING

★ £39.99 • Monster Games/Sierra • Out Now



Mummy, look! That car's got no wheels!



Flames are coming back into fashion, honest.

**Dodge Viper: fast American sports car, or a game played by rodents? Distinguished brainbox Phil Wand has all the answers**

## TECH SPECS

**MINIMUM SYSTEM** Processor P133 Memory 24Mb RAM **SUPPORTS** TCP/IP, IPX, modem and serial multiplayer **WE SAY** Best experienced with a 3Dfx card, Digital Edge F1 Sim wheel and Pentium II

**PCZONE  
RECOMMENDED**

## ALSO CONSIDER

### SCREAMER 2 (Virgin, £39.95)

Perhaps the definitive arcade driving game. Plays like a souped-up version of *Sega Rally*, and it's great fun to boot. **PCZ #64, 88%**

### NEED FOR SPEED III: HOT PURSUIT (Electronic Arts, £39.99)

Latest and greatest road racer with a gorgeous car line-up. Multiplayer and cop options are simply brill. **PCZ #69, 91%**

**ULTIMATE RACE PRO (MicroProse, £9.99)** A game rather than a simulation, so you don't have to be a petrolhead to enjoy it. And clock that bargain price tag. **PCZ #62, 88%**

**SPEED BUSTERS (Ubi Soft, £29.99)** Totally moronic, and we loved it. An idiot-proof racing game that should appeal to everyone. **PCZ #72, 85%**

It has often been said that the way to reduce accidents is to build cars that can't go faster than the average person thinks. Realising that most Americans wouldn't get out of first gear, Chrysler decided to throw caution to the wind and build the Viper, an ugly but menacing two-seater with a 488cu truck engine squeezed under the bonnet. The Viper had the handling of a Flymo, the discreetness of a Vulcan bomber, and the fuel consumption of a rail dragster. In essence, it was every schoolboy's wet dream, and every environmentalist's nightmare.

Four years later after launching the Roadster, Chrysler introduced a Coupé version for high street showrooms, adding sissy stuff like air conditioning and airbags, and upping the already mighty power output from 415bhp to 450bhp. According to Chrysler's sales reports, they had a real bang-up year. According to accident reports, so did their customers.

Sierra's *Viper Racing* charts your involvement with one of these roadgoing brutes, starting you off with an unmodified car and challenging you to take part in numerous races. Trophies get you dollars, dollars buy you modifications, and modifications buy you even more wins. And so it goes on. If you're not keen to start a driving career, the game also

**“Wheels buckle, headlights smash, and when you finally get the car back on the road it drives like a plate of spaghetti”**

provides a Quick Race option to get you behind the wheel with three clicks of the mouse. Which is where we'll head first.

### VIPERS GO VROOM, VROOM

After being dumped into the driving seat, the first thing you'll notice is that the rear end of your Viper isn't particularly, er, Viper-like. Compared to the finely rendered models in *Gran Turismo* on the PlayStation, the 3Dfx interpretations in *Viper Racing* don't really do the car much justice. Instead of looking intimidating, that magnificent, frowning front end looks more like the friendly lines of a Jaguar XK-8. And the back end just looks, well, sort of lumpy.

But hey, an absence of jaw-dropping graphics shouldn't deter us hardened gamers, so let's snick the thing into first gear and hair off down the track.

It's a few moments before you reach the first bend and the back end steps out towards the barriers, leaving a sizzling trail of black rubber on the road behind it. As this is a front-engine, rear-

After a few laps, you settle down quickly with the way the car behaves at speed. It's very easy to collect when you get it out of shape, and very composed when you get the braking and turning just right (you need a wheel or analog stick to perfect this). The engine note is gnarled and intrusive, and becomes absolutely mesmerising when piped through a decent sub-woofer.

### FEEL THE NEED FOR SPEED

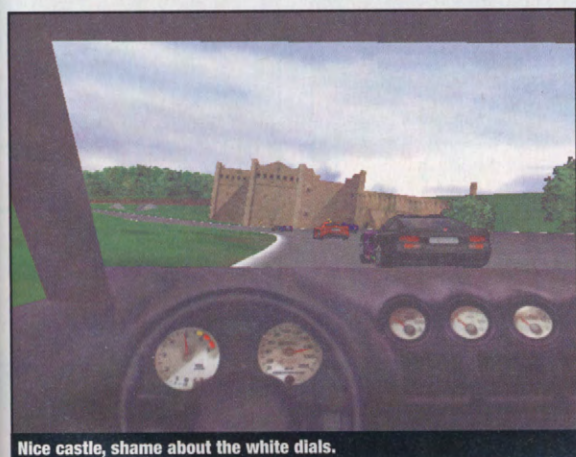
The developers, Monster Games Inc (headed by ex-Papyrus code guru Richard Garcia), have spent a great deal of time and effort on an intricate physics model, complete with moving suspension parts and clutched gear changes. But honestly, what's the point? How many Viper owners play computer games? Would they – or anyone else, for that matter – notice if it handled like a McLaren or a Lister or a Toyota Starlet? Of course not. Driving games are all about fun and that indefinable 'feel' of the car. Complex physics models rarely help matters. There are also various levels of realism available to you but, speaking as a certified car nut, I've never







What do you think this is, buddy, a friggin' racetrack?



Nice castle, shame about the white dials.

seen the point in them. Unless you're actually buckled into the seat of a real Viper, the exhaust gases biting at your throat and the howl of the side pipes making your ears bleed, a true-to-life mode will fall short every time.

Nevertheless, the only real complaint about the way *Viper Racing* behaves is that there's little or no perception of speed: slow corners look identical to fast corners – until you're halfway around them, when the tyres bark and the car slithers round in a graceful arc before lunging at the nearest tree. With the complex damage model the game employs, the results are not pretty: paint scratches off, wheels buckle, wings crumple, headlights smash, and when you finally get the car back on the tarmac it drives like a plate of spaghetti.

### BUT IT'S NO CLASSIC?

*Viper Racing* is a fine driving game, but there's one major niggle that you simply can't ignore. Driving around in a Viper is all very well, but when you're up against a fleet of other Vipers and the alternative to your current Viper is er... let me see... oh yes, another Viper, it all gets a bit repetitive. In fact it can get a lot repetitive. The career mode, where you race for money and buy go-faster bits with the winnings, gives the game an

addictive kick but you can't help wanting a wider range of cars. Two would be nice.

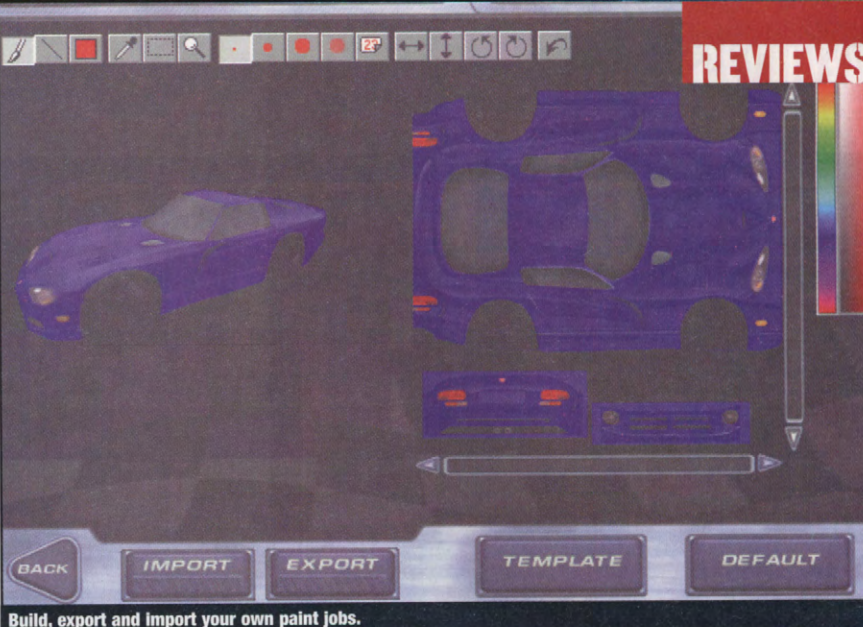
So. The bottom line: should you buy it? Well, perhaps. It's worth recommending as the way it drives should be enough to convince even the fussiest punter. The Viper is a good car (in 1997 it won both the FIA GT2 Drivers' Championship and the Manufacturers' World Championship) and *Viper Racing* is a good game. The only real doubt is that one model, eight tracks and a handful of performance accessories may not be enough to keep everyone interested. **PCZ**

## PCZ VERDICT

**UPPERS** One of the best drives out there • Realistic damage • Customisable paint jobs • Fast and smooth multiplayer games • Comprehensive replay options • Career mode does make you come back for more

**DOWNERS** Graphics not quite with it • Moronic installation won't let you pick your own directory • Drive any car, so long as it's a Viper • Tracks not challenging enough for some

**80** A commendable drive but a wee bit shallow



Build, export and import your own paint jobs.



You can see the race from almost any angle.



The rear end looks aren't entirely convincing.



It looks silly, but the suspension camera works best.



Distracted by his paint job, Wandy loses control.

## THE CAR LINE-UP

A quick look at some of the different cars in the game. All one of them



**RED STRIPED WHITE VIPER**  
488cu, 0-60 in 4.8secs



**CITRUS FRUIT VIPER**  
488cu, 0-60 in 4.8secs



**DOUBLE BLUE STRIPED ALPINE FRESH VIPER**  
488cu, 0-60 in 4.8secs



**YELLOW STRIPED RED VIPER**  
488cu, 0-60 in 4.8secs



**DOUBLE WHITE STRIPED SNOT VIPER**  
488cu, 0-60 in 4.8secs



**SINGLE STRIPE PHLEGM VIPER**  
488cu, 0-60 in 4.8secs



**COLGATE BLUE MINTY GEL VIPER**  
488cu, 0-60 in 4.8secs

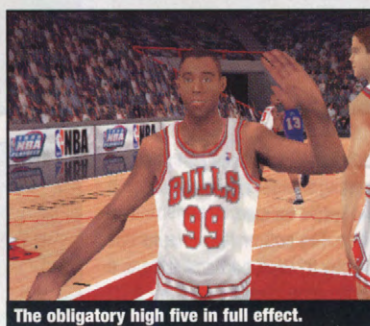
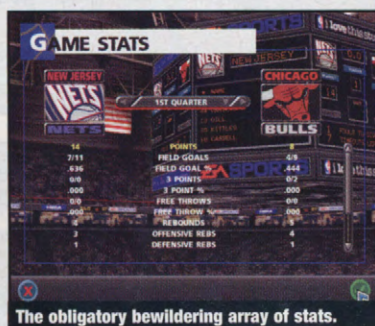
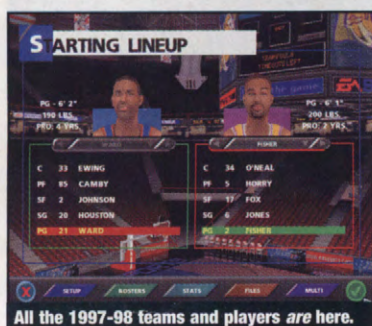


**STUPID LOOKING VIPER**  
488cu, 0-60 in 4.8secs



# NBA LIVE 99

★ £39.99 • EA Sports • Out now



**Apparently, white men can't jump.**  
**Some days, Steve Hill can barely stand**

## TECH SPECS

**MINIMUM SYSTEM** Processor P166 Memory 32Mb RAM **SUPPORTS** 3Dfx **WE SAY**  
Get a 3D card

## PCZONE RECOMMENDED

**B**asketball is rubbish. Everyone knows that. It's a nonsensical charade played by physical freaks with over-active pituitary glands. Of course, Americans love it, predominantly because there's lots of scoring, and hence lots of statistics, berating 'sahker' for lacking these factors, seemingly oblivious to the fact that theirs is

## ALSO CONSIDER

**Nowt.** This is the best basketball game money can buy.

virtually the only country in the world that has not embraced The Beautiful Game.

They are, of course, wrong. In football it is the rarity value of goals that makes them so special, and the skill required that makes them memorable. It's all about violent swings of emotion – moments of lung-bursting ecstasy countered by mute despair. It is the apprehension, uncertainty and frustration that precedes a goal that makes it such a climactic experience. Conversely, the fear of conceding a goal gives football a nervous edge unmatched in any sport, and when it happens it is a sickening blow.

The same cannot be said about basketball. It is guaranteed that one team will score within the first few seconds of the game,

and continue to do so on a regular basis thereafter, as will the other team. They simply cancel each other out again and again with tit-for-tat plays. How can you get excited or upset about something that happens on such a regular basis? Also, with two evenly matched teams, at least the first three quarters of the game is largely null and void, matches almost always decided in the last minutes. For all the difference it makes, they might as well play five-minute games. It's a farce.

## JESUS LOVES AMERIKKKA

However, anyone who has visited the States during the annual NBA play-offs cannot have failed to get caught up in the razzmatazz surrounding the season's climax. It's pure showbiz, and *NBA Live 99* accurately recreates this feel, proving good enough to instil doubt in the mind of even the most embittered anti-American.

As we've traditionally come to expect from EA Sports, the game smacks of quality in all areas. The presentation is both polished and stylish, with some suitably

'badass' music kicking in to reasonable effect, giving you an underwhelming desire to don an outsized pair of strides and an acutely angled baseball cap. But providing you can resist this worrying temptation, there's a more than decent game to be had.

The motion-captured players appear sharp, and the ball is always distinguishable – a fairly

**“EA Sports' quality control has prevailed, and *NBA Live 99* plays like a proverbial dream”**

elementary prerequisite, but one often overlooked by slapdash programmers. Further graphical treats include some very impressive reflections on the court, and for emphatic attention to detail, facial expressions have been included for the first time, with players laughing, frowning or showing blank indifference, depending on the situation. As

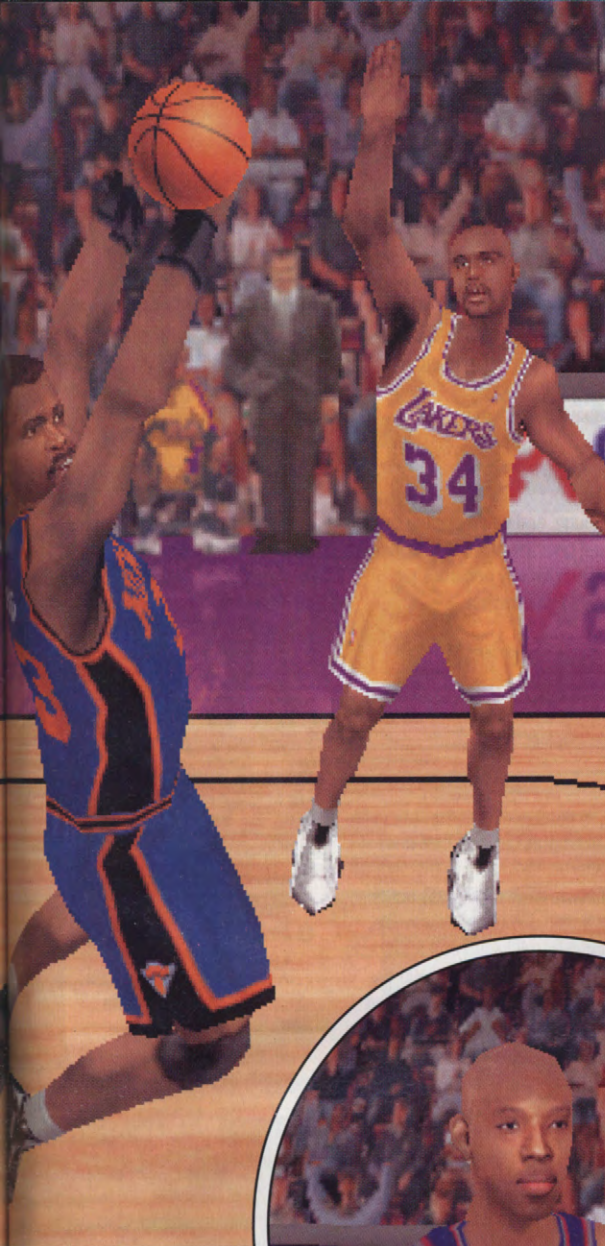
well as over 30 unique facial expressions, each NBA player has his own facial features accurately represented. Among those that the casual sports fan may recognise are Shaquille O'Neal and Dennis Rodman, the former due to his freak 7' 1" stature, and the latter courtesy of his extravagantly coloured barnet, which actually changes hue throughout the game. Mercifully though, Rodman's penchant for wearing women's clothing is left unexplored. The tit.

## DREAM TEAM

All very impressive, but if there's no playable game attached you might as well squint at some televised basketball. Thankfully, EA Sports' quality control has pervaded, and *NBA Live 99* plays like a proverbial dream. Not a dream in the sense of a fragmented, confusing journey into the outer reaches of your fragile psyche, but as in a very good thing.

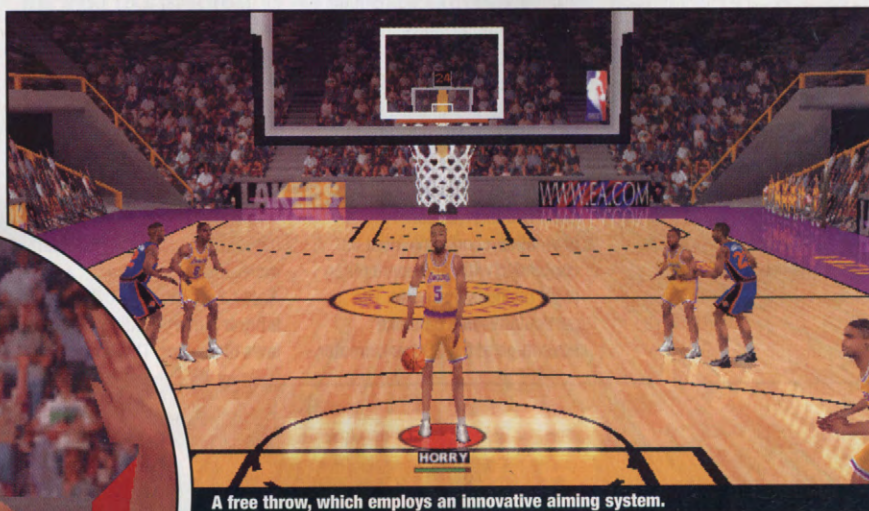
The control system is both instinctive and responsive, enabling the virgin player to start



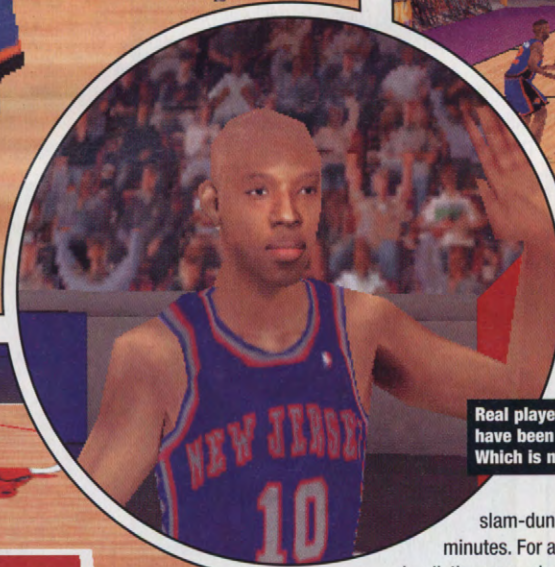


## SHOW US YOUR BUM FOR TEN PENCE

If there's one area in which basketball excels over football, it's in the half-time entertainment. In *NBA Live 99*, each team has their own personalised cheerleaders, who perform a turn at the half-time interval. Nice



A free throw, which employs an innovative aiming system.



Real player faces have been used. Which is nice.



Dennis Rodman, sporting a fetching shade of green hair.



Ridiculously flexible replays are available if desired.

slam-dunking within minutes. For a more simplistic approach, it's possible to get away with employing a rudimentary pass-and-shoot strategy. This is effective enough on the easiest setting, but for more ostentatious play there are enough fancy moves to satisfy a Harlem Globetrotter. A burst of speed is useful for getting past defenders – or the basketball equivalent – and an extravagant spin is handy for creating space to shoot, the moves performed easily enough to make the most cack-handed gamer look good.

Where basketball often falls down as a video game is in the inability to defend effectively. Because there are no slide tackles as such, all you can usually do is vaguely worry the attacking player, meaning that for approximately half the game you're not doing anything of note.

*NBA Live 99* counters this to an extent, as it is possible to back off from the oncoming attacker, as well as to attempt a steal.

### BASKET CASE

The greatest compliment that can be paid to *NBA Live 99* is that it makes basketball seem exciting. The games ebb and flow, and it's all about remaining within striking distance of your opponent's score. In fact, the game hinges more on misses than it does on successful scores. If you find yourself falling behind, there is a temptation to attempt more difficult three-point shots in order to claw back the difference. However, should this strategy fail it becomes a vicious circle, and you fall even further behind, with even more pressure to score. Ultimately, you have to at least be within contention in the final seconds. The excitement is tangible, and it often comes down to the final play, which either involves gratuitous time-wasting, or scoring so late that the other team can't reply. There aren't the orgasmic eruptions of football, but

there is more of a constant intensity, building up to one victorious climax.

This is the fifth instalment in the *NBA Live* series, and they have always fared well in *PC ZONE*. However, under the new regime of Reviews Editor, Paul 'Harsh But Fair' Mallinson, we can't dish out Classic ratings indiscriminately, particularly for such a niche title. Having said that, *NBA Live 99* is a great game – it's a near-perfect representation of the sport – and if basketball games are your thing, you should certainly buy this game. **PCZ**

## PCZVERDICT

- UPPERS Extreme authenticity • Slick presentation • Great sound • Cheerleader
- DOWNERS Bewildering statistics • It's only basketball

**87** Hoopstastic



# MOTO RACER 2

★ £39.99 • Electronic Arts • Out now

**Think once, think twice, think bike! Steve Hill buffs his helmet**

## TECH SPECS

**MINIMUM SYSTEM** Processor P166 Memory 32Mb RAM **WE SAY** Looks better with a 3D card

## ALSO CONSIDER

### MOTOCROSS MADNESS

(Microsoft, £34.99) The real deal as far as motocross is concerned, Microsoft's often misspelled classic is a triumph of spot-on physics and arcade spills. Even better when played with a fancy joypad.

**PCZ #67, 91%**

### REDLINE RACER (Ubi Soft, £12.99)

Graphically lush superbike arcade action is the order of the day here, with riders regularly tossed around like rag dolls. Also worth a look for the *Quadrophenia*-style scooter mode.

**PCZ #71, 70%**

**T**wo for the price of one seems like a reasonable deal, and this is effectively what we have here. As was the case with its predecessor (*PCZ* #51, 77%), *Moto Racer 2* hedges its bets, offering both superbike and motocross action. The disciplines can either be tackled individually or combined to make up a dual championship, the 32 tracks taking in such disparate locations as Brittany, the Amazon and the Sahara Desert. An array of weather conditions must be contended with, and some token night racing is thrown in. The particularly keen can take advantage of the 3D track creator,

and for a 'having your mates round' situation, up to four players can race on a split screen. So far, so good.

Let's examine the superbike option first. Obviously, the graphics look alright, but it would be a disgrace if they didn't. The tracks are reasonable and the bikes are fairly realistic, the riders

**“Bikes bouncing off an invisible wall becomes even more ludicrous when it happens in mid-air”**

shifting around in their seats in a vaguely disturbing fashion. The handling is pretty simplistic, and effectively it's a car game on two wheels. Business as usual.

So what about the motocross section? Due to the dynamic nature of the sport, this is clearly more difficult to simulate, as *Moto Racer 2* proves, employing a fairly arbitrary interpretation of the laws of physics. This simply isn't

motocross, the handling proving more akin to speedway. On the flatter tracks, races consist largely of one long powerslide. Where there is phat air to be grabbed, it is apportioned in a seemingly random fashion, bearing no relation to either speed or topography. It was always going to suffer in comparison to the exemplary *Motocross Madness* (*PCZ* #67, 91%), but this simply isn't good enough, and when playing the dual championship the motocross section rapidly becomes an annoying intrusion.

bikes bouncing off an invisible wall when approaching the perimeter of the track, which is all the more ludicrous when it happens in mid-air. Furthermore, in the night races the lights are little more than a blob of yellow in front of the bike. The sound's a bit rubbish as well, the waspish tone remaining the same throughout. And why do you always have to start at the back of the grid?

Admittedly, these aren't issues likely to bring down governments, and if it sounds like we're whinging it's because we are. We can't go around recommending every two-bit racing game simply on the grounds that it looks nice. At best, *Moto Racer 2* is an average PlayStation game. Harsh but fair. **PCZ**

## PCZ VERDICT

**UPPERS** Two types of racing • Free *Need For Speed III* demo

**DOWNERS** Motocross section is plod  
• Riddled with sloppiness

**68** Unremarkable



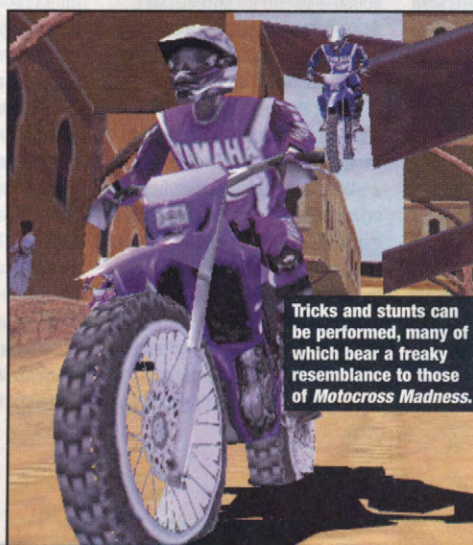
Check it out! Snow and everything!



Leather pants are obviously a prerequisite of the superbike mode.



The scenic backroads of Brittany, in France.



Tricks and stunts can be performed, many of which bear a freaky resemblance to those of *Motocross Madness*.



Night time, with the bikes accompanied by a blob of yellow.



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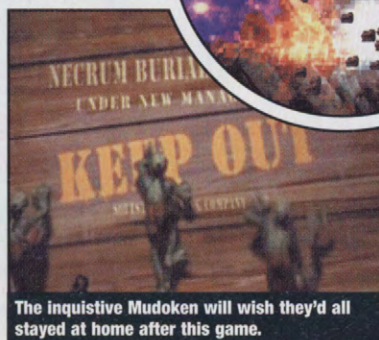




Enlisting the help of multiple non-player characters plays a very important part of this game.



The mine car is a drum-like device that you enter and 'drive' along a series of tracks.



The inquisitive Mudoken will wish they'd all stayed at home after this game.



With Abe's Exoddus you still get big bangs for your bucks.

Graphically, the designers at Oddworld Inhabitants (the game's developers), know what they're doing.



You may find yourself regularly trapped by a door closing behind you.

# ABE'S EXODDUS

★ £34.99 • GT Interactive • Out now

**Abe's back, and this time he's older. Paul Mallinson's also back, with his world-famous 'comedy arse gas'**

## TECH SPECS

**MINIMUM SYSTEM** Processor P133 Memory 16Mb RAM **SUPPORTS** Most sound cards and joypads **WE SAY** Runs okay on the minimum system. A higher spec cuts the amount of slowdown, which definitely makes the game more enjoyable

**W**hen Abe's Oddyssey (PCZ #71, 77%) was first reviewed (it's now available at a knock-down price on budget) it was a bastard of a game, it must be said. It had a cute exterior, but a heart of steel, proving difficult and unrelentingly ruthless in terms of actual gameplay. I remember poor old Richie being lumbered with the unenviable task of putting

together a Troubleshooter walkthrough for PC ZONE, and it visibly sucking the life out of him in the process. This sequel, Abe's Exoddus, is of the same mould, and (unsurprisingly) Richie declined the chance to review it. So here I am, reviewer of the original game, tearing my hair out instead of him.

## RECAP

For those unfamiliar with the prequel, Abe's Exoddus comes complete with a humorous recap ("For those too cheap to buy the first game..."), then the obligatory intro kicks in and Abe is immediately thrown in at the deep end.

The evil Glukkon are at it again, harvesting Abe's race for the dinner table. This time they're raiding bones from the burial grounds of Abe's Mudokan predecessors and making some sort of 'alco-pop' out of them.

Naturally this is a bad thing, and you're the one who's got to put an end to it.

## HIDDEN DELIGHTS

Abe's Exoddus generally plays pretty much the same as Abe's Oddyssey in that: it's a 'flick screen' platform game; there are hideous traps and monsters out to kill you at every opportunity; and you can walk, talk, run, jump and fart (complete with Comedy Arse Gas™). That, however, is not a huge problem, because the game is cleverly designed and fun to muck around with.

A number of subtle changes have been introduced to this sequel, making it marginally less frustrating to play than the

every time. On top of that there are some fun vehicles to ride, and an overhauled 'gamespeak' system which enables Abe to enlist the help of numerous NPCs simultaneously, or take over the bodies of a greater variety of 'enemy' creatures. For those of you wondering what the hell I mean, you're going to have to find out yourself. It's one of Abe's Exoddus' many hidden delights.

## MENTALLY UNSTABLE

At the end of the day, this game suffers from the same problem as the first one: it's too f\*\*king hard. Don't get me wrong, I could complete the game if I wanted to but I just can't be bothered. It makes my brain hurt too much. It starts off well enough, but even with the QuikSave feature you still end up replaying certain sections over and over again. You sometimes start to dread moving into a (obviously harder) new area of the game. Just spent three hours hopping through the last three screens of the game? Now having to contend with something infinitely more challenging? Nah.

There is respite, and the cut-scenes are brilliantly created (especially in the sound department). But you do end up wondering what kind of

## RACE RIOT

The whole universe is one big food chain and, unfortunately for Abe, the Mudokan race seem to be bottom of it. Here's a guide to who's eating who in Abe's Exoddus



### MUDOKAN

Already survived being eaten before, Abe and the Mudokan race are now being turned into an alcoholic beverage by the Glukkon.



### SCRAB

Cakes made from the freshly stripped carcass of a fully grown Scrab are apparently very tasty. According to the Glukkon, that is.



### PARAMITE

Mmmm... there's nothing like a delicious Paramite pie to start off the day. Glukkon taste is to have them smothering in a rich, thick gravy.



### SLIG

Although the Slig are closely allied to the evil Glukkon, you can bet they're being lined-up for processing somewhere down the line.



### GLUKKON

Er, no one seems to be eating these guys - they're the only ones with sense enough to eat meat.

masochistic gamer this is aimed at. If you've got the patience of a saint, I'd say try it - there's not much like it on the PC at the moment. Me? I'm not mentally stable enough to see it through, so I'm ducking out of this one. [X2]

## ALSO CONSIDER

### ABE'S ODDYSEE (Replay, £12.99)

The demanding prequel to Abe's Exoddus. Still well worth checking out. If you're a sado-masochist.

PCZ #71, 77%

### RAYMAN (Ubi Soft, £19.99)

A cuter, lighter alternative to the Abe's series of games. Still playable and challenging, even today.

PCZ #60, 66%

## PCZ VERDICT

**UPPERS** Slick cut-scenes • Superb sound • Cleverly designed puzzles • QuikSave feature helps

**DOWNERS** Platform games are unfashionable on PC • Makes your brain hurt

**70** Hard but fair



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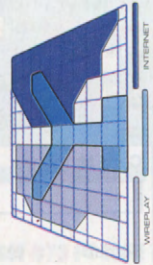
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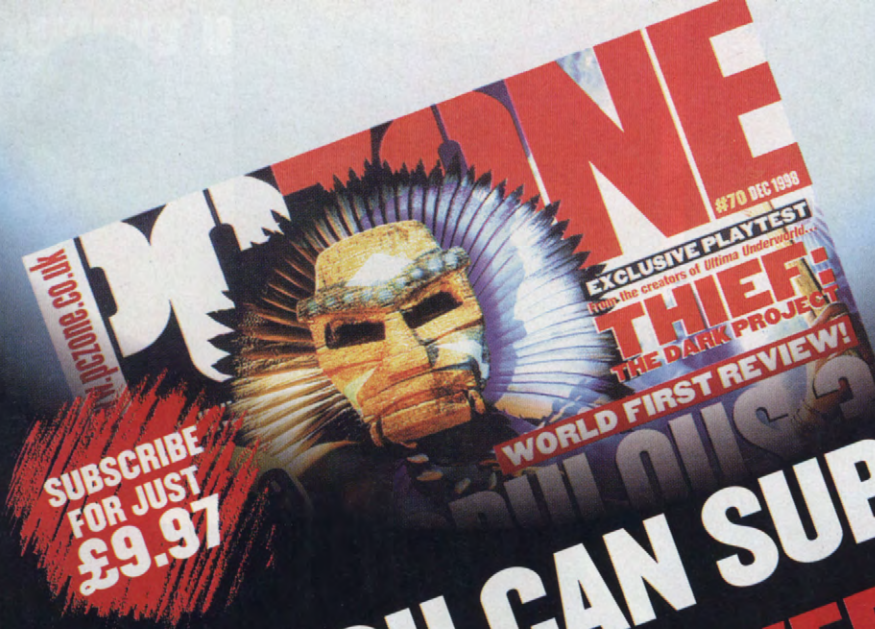
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# APACHE-HAVOC

★ £34.99 • Empire Interactive • Out now

Ladies and Gentlemen, pray silence for the annual **PC ZONE** 'big chopper' joke. Your host for this year: **Paul Presley**

## TECH SPECS

**MINIMUM SYSTEM** Processor P166 Memory 32Mb RAM **ALSO REQUIRES** D3D-compatible graphics card **WE SAY** We'd go for at least a P233 with as much RAM as you can throw at it. A 3Dfx card would also be a very good idea

## ALSO CONSIDER

**LONGBOW 2** (Electronic Arts, £39.99) The most heavyweight of all the helicopter sims still manages to maintain its complexity crown. If it's ultra-ultra-realism you want, look no further. The only downside is its age.

PCZ #59, 92%

**TEAM APACHE** (Mindscape, £39.99) The only other serious contender for the crown is now looking a bit simple compared to *Apache-Havoc*. It's still fun, but if *Longbow 2* scares you then *Team Apache* is no longer the best alternative.

PCZ #65, 93%

**COMANCHE GOLD** (NovaLogic, £29.99) It's a bit like comparing Rory Bremner to your mate down the pub doing that voice that sounds a bit like Michael Caine with a cold. *Comanche* is more of a fun arcade game with vague simulation bits. For newcomers only.

PCZ #65, 87%

## PCZONE CLASSIC

Iraq's kicked off again. Behind me on the telly are the now all-too-familiar green night vision pictures being beamed straight from Baghdad, and suddenly that volley of missiles I just fired at some Russian tanks seems all the more harrowing.

Not that *Apache-Havoc* needs any help in the realism department. Put simply, this is one of the finest helicopter simulators since *Longbow 2* (PCZ #59, 92%); better, in many ways, since the graphics technology has come on leaps and bounds in the last year, and Razorworks have pushed this particular boat so far out that even the coastguard would think twice about getting it back.

## THE KILLING FIELDS

Where to start? Well since we're already in the neighbourhood, let's begin with the graphics. Superb. There's no other word to describe them. Just superb. A photographer friend of mine with a very keen eye for realistic lighting was nearly having kittens when he saw me flying over a forest during a rather resplendent

**"The flight models are spot on, and you can even sense differences between the two main choppers"**

sunset. "Look at that!" he kept shouting excitedly, while jabbing his finger at the screen, "they've got the reflections and shadows just right!" And he'd know. To me it all looked orange, to him it brought back memories of sitting in a Russian Hind one night in Sri Lanka.

But let's not dwell on just the trivial aspects of the graphics. They've also managed to get some extraordinary detail into the hardware. One slight complaint is that there aren't a great number of types of aircraft and vehicles in the game, certainly

when compared with many of the jet sims available. Cold-blooded as this sounds, you can only blow up so many T-80s before you hunger for something different.

Still, this is a minor quibble, especially when you take into account just how realistic the rest of the world feels. Once again, the only word that describes the feeling you get while swooping

over the hills and valleys or along a river bed, ducking under bridges, is 'superb'.

## WAR IS HELL

As for the actual simulation, well, things are almost as good. The flight models feel as though they're spot on, and you can even sense differences between the two main choppers (for instance, the Havoc is a much smoother bird to fly, even if it doesn't have all the gadgets of the Apache).

Once again there are a few small criticisms. First, radio communications don't seem particularly effective. Apart from

everyone seeming to have the same voice, there isn't a great sense of teamwork going on between you and your wingmen. For example: you often see them bugging off on a mission without waiting for you while you're still loading up weapons at the base.

Also, while the dynamic campaign engine works pretty well, with a constant war taking place around you, your own personal mission briefings aren't wonderfully detailed, and at times you can take off not entirely sure as to your objectives, other than to fly over there and shoot stuff.

But these are minor flaws in an otherwise superb (there's that word again) simulation. Razorworks are even supporting the game by releasing extra missions over the Net as time goes on. *Apache-Havoc* is the best helicopter sim currently available. And that's that. **PCZ**



## PCZ VERDICT

- UPPERS** Superb flight models • Excellent graphics, especially the terrain • Extremely playable
- DOWNERS** Mission briefings could be clearer • Radio communications a little limited • Lack of training options

**94** It's *Total Air War* but for helicopters

If Che had had equipment like this to play with, maybe he'd still be puffing cigars today.

"And you wanted to paint this thing yellow."



Naval operations play an important part of any offensive.

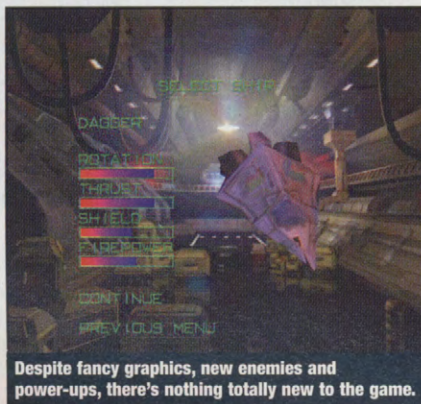




*Asteroids*: 20 years on, it's as youthful as ever. Unlike some of us.



You've never seen it like this before, but is it worth forking out 30 quid for some pretty graphics?



Despite fancy graphics, new enemies and power-ups, there's nothing totally new to the game.

# ASTEROIDS

★ £29.99 • Activision • Out now

## TECH SPECS

**MINIMUM SYSTEM** Processor P90 Memory 16Mb RAM  
**SUPPORTS** Direct3D **WE SAY** P133, 32Mb RAM recommended.  
 It's actually pretty good without 3D hardware acceleration

Amazingly, this new 3D version of *Asteroids* requires only 70Mb of hard disk space. That's nothing compared to most new releases, of course. However, compare that with the original coin-op (which had the memory of a goldfish and boasted monochrome vector graphics) and you can see that while the gameplay remains largely unchanged, the system requirements have gone into orbit.

What's so endearing about *Asteroids* is that it's probably the only game that hasn't been cloned to death. *Mario 64* is basically *Pac-Man*, and *Quake* is just another version of *Gauntlet*. Name a descendant of *Asteroids*? Go on, you can't, can you? (*Thrust? Super Stardust?* – Ed)

Anyway, the point is this: rather than go all 'Battlezone' (PCZ #62, 81%) on us and change the original gameplay completely, Activision offer yet another version of the arcade classic. Instead of one

ship, you have four to choose from; instead of one weapon there are 14; and instead of one colour there are, er, loads.

Even with the fancy graphics, new enemies and power-ups, there's nothing fundamentally new to the game. There are certainly more innovative versions of *Asteroids* freely available on the Net, although none are as attractive as this. To be honest, though, even though it does look pretty, the explosions do cloud the gameplay and the way the asteroids suddenly 'flip' from one side of the screen to the other is a massive annoyance. But if you want an easy life and are prepared to shell out £30 on a 20-year-old game, then here ya go.

There is one thing that is sadly missing, however: the fondly remembered heart-pumping sound that speeded up as the game went on. It's in the 'hidden' original version, but not in the main game. Strange, that.

Richie Shoemaker

**PCZVERDICT**

**68%**



*Wall Street Trader 99*: If you're going to be a bear, be a grizzly.

## WALL STREET TRADER 99

★ £34.99 • Monte Cristo  
 Multimedia • Out now

## TECH SPECS

**MINIMUM SYSTEM** Processor P75  
 Memory 16Mb RAM **WE SAY** A P75 might be pushing things, but it's not like any of you still have one. A P166 should be fine

*Wall Street Trader 99* claims to be the "best stock exchange simulation in the world!" (even emphasising the point with an exclamation mark).

If that was so, I thought, as I played the first of the game's five 'Make Lots Of Money Before The Time Limit' missions, how come there are only two companies to invest my million dollars in? I own more real-life stocks than that, and I'm skint.

The only problem with *Wall Street Trader 99* is its pacing. The idea is to gradually introduce you to the world of high finance by opening itself up one small piece at a time. Unfortunately, it turns out to be too slow for all but the most inexperienced gamers. Even at the fastest speed setting, it still takes ages before you have any major choice about who to invest in, and chances are you'll have grown bored before long.

If you do stick with the game for long enough, things *do* get fairly intriguing, though. Missions such as saving the Euro from being devalued, or taking over a major world bank before it assimilates you can be quite fun. Really. And dabbling with the legalities of insider trading and industrial espionage also add quite a bit of interest. But it's never quite enough to dismiss the impression that this is little more than a novelty to anyone bar real financial enthusiasts.

If you fall into the latter category, then fine, you're going to have a whale of a time with *Wall Street Trader 99*. But it's not going to win any converts. At least, not for long.

Paul Presley

**PCZVERDICT**

**75%**



*Test Drive 4X4*: it's quick, but otherwise awesomely bad, Dude.

## TEST DRIVE 4X4

★ £39.99 • Electronic Arts  
 • Out now

## TECH SPECS

**MINIMUM SYSTEM** Processor P133  
 Memory 32Mb RAM **WE SAY** 3Dfx card required for P133, P200 for software version

The original *Test Drive* games were pretty good, but later versions have never been up to much. This mud-based addition to the series continues the downward trend.

Developers Accolade say *4X4* is the only game to feature the "world famous Hummer®". All we can say is: big f\*\*king wow. It is a nippy game, especially compared to *Monster Truck Madness 2*, but apart from that, *4X4* is piss-poor.

The music, from such 'artists' as Fear Factory and Gravity Kills, sounds like a Nine Inch Nails tribute band. Mind you, without it the sound is like a ZX Spectrum game's. Worst of all, the voice-over chirps out *Bill & Ted* statements like 'awesome, Dude' every time your "world famous Hummer®" takes to the air.

The tracks not only look dull, it's also possible to get through each one at full speed. Cars can drive on water but can't flatten the shrubs infesting the courses. We could go on for hours about this game's failings. Days, in fact.

You may remember another shit driving game from EA called *Streets Of Sim City*. We were never sent one for review – someone at EA correctly assumed that it would score below 90 per cent. Playing *4X4*, it's obvious that shrewd person was out while Colin the tea boy mailed review copies of the game to all the magazines. "My God, Colin, do you know what you've gone and done?" we can hear them shriek.

Well done, Colin. I hope you find another job soon. And well done to EA for scooping the first world famous *PC ZONE* Pants® award of 1999.

Richie Shoemaker

**PCZVERDICT**

**19%**



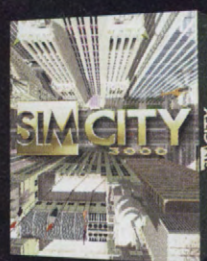
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X-COM 4? *Enemy Infestation* isn't even close.

## ENEMY INFESTATION

★ £29.99 • Funsoft • Out now

### TECH SPECS

**MINIMUM SYSTEM** Processor P166 (MMX) Memory 16Mb RAM **WE SAY** 32Mb RAM required

*Enemy Infestation* could be likened to a cut-down *X-COM 3: Apocalypse* (PCZ #71, 90%), although a sci-fi *Commandos* (PCZ #66, 87%) might be nearer the mark. You won't find the depth of *X-COM* here though, or the tactical, knife-edge tension of *Commandos*. Rather, *Enemy Infestation* is more a simplistic hybrid of the two. The developers originally pitched the game to MicroProse in the hope of it turning into *X-COM 4*. Their answer was, of course no, but they were by no means laughed out of the door.

The storyline is basically *Aliens*, with colonists under threat from the usual Giger-inspired alien menace. It's not just shooting that makes up the bulk of the missions either, although you won't get very far by offering to buy the aliens a pint after work.

Along with a couple of gung-ho marines and using a variety of scientific minds, you have to research the items you find throughout the levels to find a way to defeat the enemy. It's 'samey' without being too boring, and surprisingly it pulls off the difficult trick of creating something quite sinister – not scary, but certainly atmospheric.

The graphics and AI are run-of-the-mill, but the speech spoils the show. However, with droids, scientists, marines and unconscious bodies to drag around, it should keep a few of you interested until the next *X-COM* or until The Gollips create their next sci-fi classic. But that could be quite a while. Put it this way: *Enemy Infestation* is a tactical two-penny chew that those keen to avoid budgeting and resource allocation could sink their teeth into immediately.

Richie Shoemaker

**PCZ VERDICT** 70%



A nice drive in the country on the silly side of the road.

## TEST DRIVE 5

★ £39.99 • Electronic Arts • Out now

### TECH SPECS

**MINIMUM SYSTEM** Processor P133 Memory 16Mb RAM **SUPPORTS** LAN, modem and serial for multiplayer **WE SAY** Don't even consider anything less than a P200 with 32Mb and a 3Dfx card

*Test Drive 5* offers 28 supercars but leaves you wanting to take the bus – partly because the line-up is a bit clichéd, and partly because their wobbly 3Dfx interpretations look a bit suspect, but mostly because the programmers have again failed to capture the authentic 'feel' of a car. Sweep along any of the 17 courses and it seems like you're moving the tarmac rather than the wheels.

Not one vehicle conforms to its real-life counterpart – dash down the twisting streets of Moscow in a Nissan Skyline GT-R and you're effortlessly outpaced by a Chevrolet Corvette. The Skyline has been described by the motoring press as the quickest point-to-point car on the planet; the Corvette is a crude American bathtub from the late sixties. You get the picture.

Smaller niggles include the lack of a rear-view mirror, no damage, and the way the car loses speed when you stray onto the pavement. Multiplayer is the only area where the game improves, enabling six players to squeal around the streets and smash into one another.

*Test Drive 5* remains a carbon copy of its predecessor, albeit with a few extra go-faster accessories. A look back to the review of *Test Drive 4* (PCZ #60, 69%) reveals that Charlie Brooker was similarly unimpressed. Given that he's never actually been behind the wheel of a car, his criticisms of its poor handling and over-clinical gameplay are all the more revealing. It makes you wonder why developers Pitbull haven't been able to rescue the venerable *Test Drive* moniker from the long sliproad to indifference.

Phil Wand

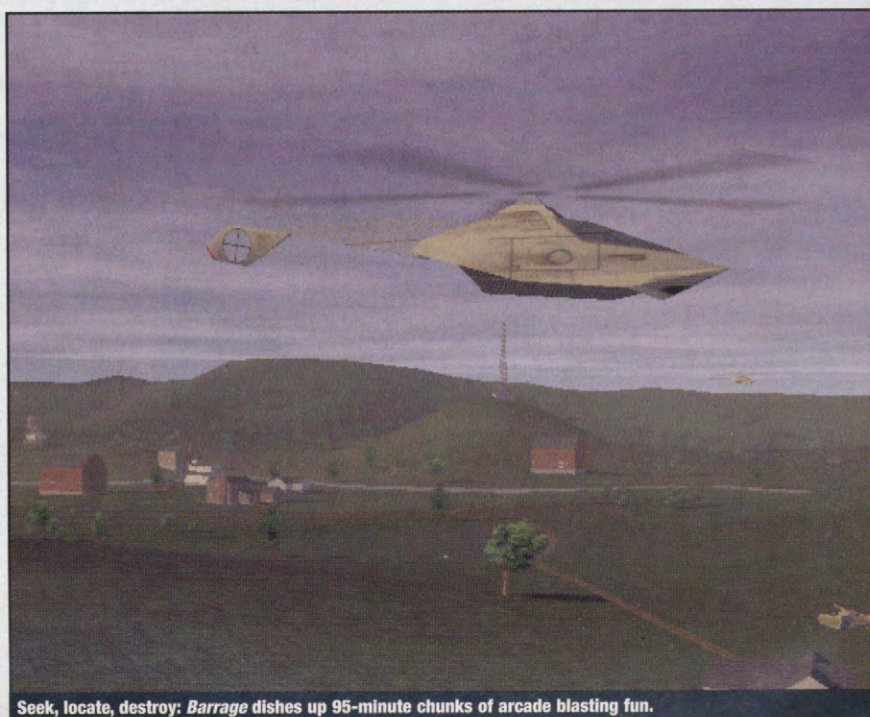
**PCZ VERDICT** 50%



An enemy chopper guards its base.



The little house on the prairie. Arm those rockets.



Seek, locate, destroy: *Barrage* dishes up 95-minute chunks of arcade blasting fun.

# BARRAGE

★ £24.99 • Activision • Out now

### TECH SPECS

**MINIMUM SYSTEM** Processor P133 Memory 32Mb RAM **SUPPORTS** Glide or D3D-based 3D card **WE SAY** Realistically you need a P200 and 32Mb RAM

Best described as an *Incoming* (PCZ #63, 90%) clone, *Barrage* exploded onto our June cover disc as a one-level demo and impressed many with its gorgeous visuals and frantic gameplay. Unable to find a publisher, developers Mangogrits took the innovative step of releasing it one level at a time to Internet gamers who were willing to 'pay as they played'. Subsequently, Activision stepped in and have now released the full game.

Unfortunately, that six-month delay has taken its toll. While the graphics still impress, they no longer excel. It's a great shame, because the stand-out visuals were always intended to act as a crutch for the shallow but instantly gratifying gameplay. To be fair, *Barrage* never pretended to be anything other than an out-and-out arcade blaster and, as a stress-relieving adrenaline fix, it works superbly.

Spread across just five (admittedly varied) levels, combat pilots equipped with infinite missiles and cannons must complete simple tasks (shoot this, collect that) against the clock to activate a portal to the next level.

Ultimately, the 'against the clock' nature of the game, coupled with the fact that there's no real challenge, cripples its longevity. Bizarrely, completing the game can never take longer than 95 minutes – a fatal flaw in its design. It must only be a matter of time before a 'stop the clock' patch appears on the Internet, which will enhance the long-term appeal. Perhaps recognising this inherent weakness, Activision are releasing *Barrage* at a competitive price. Coupled with the addition of multiplayer support, this will, no doubt, ensure it finds its way into many people's collections – and a few arcade purists' hearts.

Craig Vaughan

**PCZ VERDICT** 70%



# CARMAGEDDON II™

**"Absolutely Bloody Marvellous".**

**PC Zone**

**95%**

**PC ZONE  
CLASSIC**

**"Destruction fanatics  
and arsonists alike will  
be in hog's heaven".**

**PC Home**

**91%**

**"Bigger, badder and  
better than the  
original in  
all respects".**

**Ultimate PC**

**92%**



## CARPocalypse Now™

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**\*Best Driving Game of 1998!**



**\*PC Zone Reader Awards**

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**Fighter Pilot:** a flight sim for people who like to bomb things.



There's no tedious take-off malarkey here – you always start in the air, with a view just behind your aircraft.

# FIGHTER PILOT

★ £39.99 • Electronic Arts • Out now

## TECH SPECS

**MINIMUM SYSTEM** Processor P166 Memory 16Mb RAM  
**WE SAY** Fine if you've got a 3D card and another 16Mb RAM in your machine

No, this isn't a remake of the old ZX Spectrum flight sim. It isn't even a flight sim. Pure action is on the menu here, highlighted by the fact that you always start in the air, with a view just behind your aircraft. It's a flight sim for people who don't like flight sims. With a decent joystick hooked up, journeys to the keyboard are thankfully few. And even though the game lacks any of the high-end features of, say *F-22 TAW* (PCZ #68, 95%), you're somehow fooled into thinking you're playing an intelligent game.

Having said that, the enemy pilots tend to be happy to get themselves killed, only using counter-measures later in the game. This suggests the developers want to gradually ease you into being a flight sim fan. Play *Fighter Pilot* for any length of time

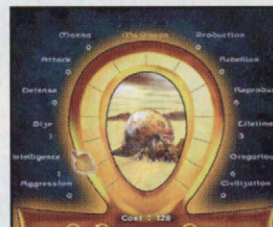
and you could end up looking at that redundant copy of *F-22* in a whole new light.

Four planes are featured: the F/A-18 Hornet, the F-22, the F-117A Stealth Fighter and the Russian Su-35. With realism left out of the box, each aircraft feels distinct enough to spice up the rather pedestrian missions. Of course, blowing up air and ground targets is what this game is all about, occasionally escorting friendly aircraft across the battlefield. Between-mission briefings are pretty naff and it's unusual, for EA, not to be treated to any FMV.

The graphics are good, but not great. Explosions pixellate close-up, but the engine is pretty smooth if you've got a 3D card, and the interface is easy to grasp. The sound is fine, but the pilot's *Duke Nukem*-style voice-overs tend to get on your nerves.

*Fighter Pilot* is an instantly appealing diversion that plays very well, but it may be too slow for some and too simple for others.

Richie Shoemaker



Your minnows have a host of variable attributes.

## DEO GRATIAS

★ £39.95 • Cryo • Out now

## TECH SPECS

**MINIMUM SYSTEM** Processor P133 Memory 32Mb RAM **WE SAY** A P166 with 32Mb RAM will serve you better

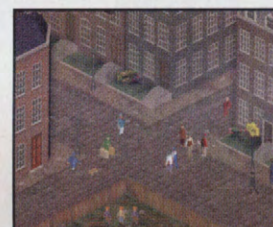
*Deo Gratias* is a 'god sim' with a very disturbing soundtrack that features eerie gothic chanting.

You choose a species, settle them in favourable conditions and deliver their creed. Natural disasters threaten your subjects, and hours can be lost balancing resource and time management. However, lack of intervention is just as fruitful as godly diligence because the AI is almost too helpful. It can be as effective to sit back and let them get on with it. Nonetheless, the game excels in atmosphere and charm.

Craig Vaughan

PCZVERDICT

60%



An example of the intricate and detailed 3D engine.

## SCOTLAND YARD

★ £29.95 • Cryo • Out now

## TECH SPECS

**MINIMUM SYSTEM** Processor P166 Memory 32Mb RAM **WE SAY** The spec is spot on

*Scotland Yard*, based on the board game, is a dire game of hide and seek across a map of Victorian England. Your aim is to arrest the criminal Mr X. Thankfully, the 'enhanced' mode isn't restricted to the map. The graphics and soundtrack evoke the era but the action scenes are painfully slow.

The plot tests your powers of deduction, but most people will have deduced that *Scotland Yard* isn't worth the bother.

Craig Vaughan

PCZVERDICT

45%



Using the plan view, player one prepares to bowl.

## BRUNSWICK CIRCUIT PRO BOWLING

★ £19.99 • T\*HQ • Out now

## TECH SPECS

**MINIMUM SYSTEM** Processor 133 Memory 16Mb RAM (3D card optional) **WE SAY** Runs fine, and you don't lose much without a 3D card

The competitively priced *Brunswick Bowling* is a diversion from most PC games. Playing a shot is simple – you aim by moving a pointer across a plan of your lane. Unfortunately, there are 'sweet spots' that make regular high scoring a certainty, rather than a matter of skill. Nonetheless, the ball and pin physics are superbly realistic.

A bundle of short-term fun, especially in multiplayer mode.

Craig Vaughan

PCZVERDICT

58%



In the powder, chillin' with my creedle bros.

## X GAMES PRO BOARDER

★ £39.99 • Electronic Arts • Out now

## TECH SPECS

**MINIMUM SYSTEM** Processor P166 Memory 32Mb RAM **SUPPORTS** LAN, modem and serial for multiplayer **WE SAY** Sure, but don't forget your 3Dfx

Snowboarding is a fashionable sport – 90 per cent fashion, ten per cent sport. *Pro Boarder* is hard to grasp and dull once you've cracked it. It's mainly about doing tricks in front of judges, and the multiplayer features don't spice things up.

Snowboarding must be quite a rush, but transfer it to a monitor and you soon get bored.

Phil Wand

PCZVERDICT

51%



# surf's up



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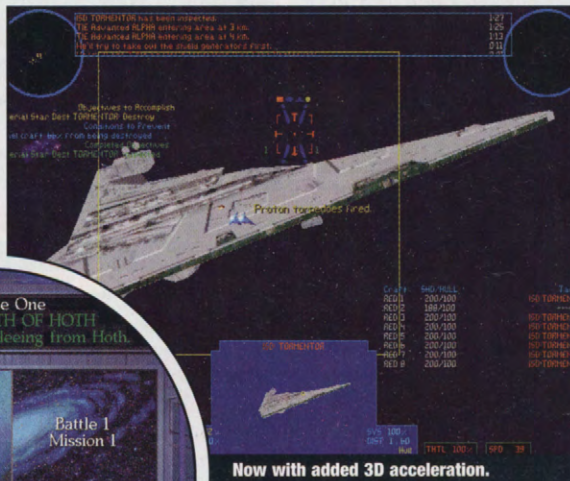
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# BUDGET ZONE

Whether you fancy a *Star Wars* bonanza, the *frisson* of big business (you stinking capitalist), motor racing mayhem or sucking the last drops of life from your hapless victims, we've got something for yoo-hoo. (*Chink, chink*) that's Budget Zone price...



## CYBERSTORM 2: CORPORATE WARS

£12.99 • Sierra • Out now

### TECH SPECS

MINIMUM SYSTEM Processor P133  
Memory 24Mb RAM

If you've already picked up the box and run your mince pies down the game's features, then you might have been seriously tempted into buying this 'straight to video' title. It's a real-time strategy game that has a turn-based option as well as a non-linear campaign, customisable units and financial and research elements. On paper it's quite an impressive list. Install the thing, however, and you soon find out that the game is devoid of any style. It does everything it promises, but with no real effort. You get the feeling that the developers all worked in separate rooms, probably meeting for the first time at the game's launch.

On the plus side, pre- and post-mission sections lend the game purpose. You are the master of your own destiny, trying to balance budgets while financing a war against seven Pepsico-sized competitors. Then, as soon as you start the next mission, you remember it's all a cheap ruse designed to fool you. The illusion is broken by the second-rate graphics, simple animation and pathetic sound. You are no longer in a vast, glittering war room with billion-dollar budgets, but alone in a dusty, cold bedroom with an overdraft the size of Nebraska. Despair.

Chris Anderson

# X-WING TIE FIGHTER COLLECTOR PACK

£29.99 • LucasArts • Out now

### TECH SPECS

MINIMUM SYSTEM Processor P90 (P133 recommended) Memory 16Mb RAM



Wow! The classic *X-Wing* (PCZ #2, 88%) and *TIE Fighter* (PCZ #18, 94%) in one box, and a version of *X-Wing Vs TIE Fighter* (PCZ #52, 89%) into the bargain! For 30 quid that can't be such a bad deal, can it? Hold on... *X-Wing Vs TIE Fighter: Flight School*? Isn't that the cut-down version of the game that was bundled with 3D cards? And didn't both *X-Wing* and *TIE Fighter* come out for £14.99 on the LucasArts Classic label a couple of months ago? So, savings-wise there's not a great deal of difference between this and

previous budget releases. If you've never played *X-Wing Vs TIE* before then this is worth a look. But then you could hold on until LucasArts release the full game, plus the *Balance Of Power* mission pack, on budget, which (we believe) is due any time now. As a double pack, though, you can't really grumble at the quality of the games. *X-Wing* and *TIE Fighter* are both beards old, but still prove enjoyable nowadays – and they still run fine on today's speedy PCs.

Paul Mallinson

### PCZVERDICT

80%

### PCZVERDICT

40%





*Dark Reign's good, but it's not Total Annihilation.*

## DARK REIGN

★ £9.99 • Activision Essentials • Out now

### TECH SPECS

**MINIMUM SYSTEM** Processor P90 Memory 16Mb RAM



Although lacking the graphical wizardry of *Total Annihilation* (PCZ #70, 93%), *Dark Reign* is certainly a more-than-attractive alternative to Cavedog's classic compared to most other real-time strategy games on the market. *Dark Reign* boasts a level of intelligence unrivalled anywhere else, and an interface that is devilishly simple to get to grips with. The two sides in the conflict are distinct, although the Imperial side (the bad guys) have some dubious-looking units. Basically, if you didn't like *TA*, you might prefer this. If you haven't tried either, make this your second choice.

Richie Shoemaker

### PCZVERDICT

**86%**



*Incubation: good-looking, turn-based action.*

## INCUBATION

★ £9.99 • Blue Byte Classics • Out now

### TECH SPECS

**MINIMUM SYSTEM** Processor P90 Memory 16Mb RAM



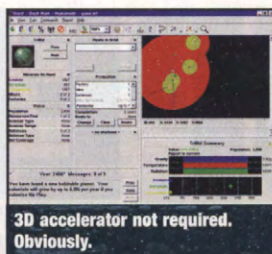
Turn-based strategy fans who have yet to experience the delights of *Incubation* are advised to do so now. It marries turn-based gameplay (action pauses, player thinks hard, makes decision; cue computer, which does the same) with striking visuals and explosive action which can be viewed in 3D from any angle, thanks to impressive sweeping cameras. With the ability to constantly upgrade your marines and a great variety of weapons on offer, continuously satisfying gameplay is assured. Gorgeous in-game cut-scenes home in on exciting parts of the action during battles, giving a very cinematic feel never before experienced in this kind of game.

If fast-paced 3D shoot 'em ups are your thing, *Incubation* isn't the game for you, but if you appreciate considered and challenging strategic gameplay you won't be disappointed.

Chris Anderson

### PCZVERDICT

**80%**



*3D accelerator not required. Obviously.*

## STARS!

★ £9.99 • Replay • Out now

### TECH SPECS

**MINIMUM SYSTEM** Processor 386 Memory 4Mb RAM

One look at an in-game screenshot is probably enough to tell you whether you'll like *Stars!* or not. If you've read this far, you are at least intrigued as to why a game that features little in the way of half-decent graphics is worthy of anyone's attention. The simple reason is that *Stars!* is a very deep and intelligent turn-based strategy game. It's also an acquired taste – although, to be fair, it's incredibly easy to get into and very low on maintenance. If you've got a machine capable of running Windows 3.1 and you like your games long and hard, reach for *Stars!*.

Richie Shoemaker

### PCZVERDICT

**77%**



*Dodgy PlayStation port alert.*

## BLOOD OMEN: LEGACY OF KAIN

★ £9.99 • Activision Essentials • Out now

### TECH SPECS

**MINIMUM SYSTEM** Processor P100 Memory 16Mb RAM

Playing a roguish vampire, your aim in this game is to go around the various top-down landscapes, killing enemies and innocent civilians and sucking the life out of them. It's a direct PlayStation conversion, so the pretence that it's some sort of action-adventure falls apart when compared to any half-decent PC equivalent.

This is a simple action game, and a not very attractive or intelligent one at that.

Richie Shoemaker

### PCZVERDICT

**48%**



*SimCity 2000: complex and incredibly addictive.*

## SIMCITY 2000

★ £14.99 • EA Classics • Out now

### TECH SPECS

**MINIMUM SYSTEM** Processor 486 Memory 8Mb



This is one of the most addictive games you will ever come across on PC or any other platform. Your task is to build a new city from scratch and nurture it over time, building new amenities when necessary, or when your 'citizens' demand them. The beauty of *SimCity 2000* is that it doesn't have a set ending. As long as you keep your cities running smoothly and don't get sacked by an unhappy populace due to high unemployment or crime rates, you can go on forever, and there aren't many games you can say that about. This budget release is well timed, as *SimCity 3000* is just around the corner, and anyone who has yet to get into *SimCity* can find out what all the fuss is about before the new game comes out. An essential purchase for any self-respecting strategy fan.

Chris Anderson

### PCZVERDICT

**85%**



*Ultim@te Race Pro was an instant hit when it first came into ZONE.*

## ULTIM@TE RACE PRO

★ £9.99 • Power Plus • Out now

### TECH SPECS

**MINIMUM SYSTEM** Processor P133 Memory 16Mb RAM



The *ZONE* office had a lot of fun when *Ultim@te Race Pro* first came in for review, but that was mostly in the novel 'deathmatch' arena over our network. There ensued many an evening of collisions and cunning stunts, we can tell you.

As a single-player game it has limited appeal, but it is instantly accessible and fun to play. It's hardly realistic, but who gives a toss when you can screech around country lanes and city streets, with atmosphere rarely seen in such a game. The lack of a Championship mode is still a gripe, but for a tenner, *Ultim@te Race Pro* is an attractive buy, and visually it still competes with many race games being released today.

Paul Mallinson

### PCZVERDICT

**86%**



# PCZ SUPERTEST FOOTBALL GAMES

Few things in life are as enjoyable as sitting down with a few mates and having a kickabout. **Jeremy Wells** and a select few of the **PC ZONE XI** take a day off to do just that in an effort to establish which is the best football game currently available for the PC

So which footie game does Michael Owen really play? Well, if he's got any sense he'll read our Supertest and get a copy of the winner.

## HOW THE GAMES ARE RATED

We've taken eight of the best footie games released in the last 12 months or so and entered them into our own **PC ZONE Super League**. Listed below is a brief run-down of the criteria we used to test the games. We also took into consideration how each game runs on an entry level P166 with 32Mb of RAM and a 3D card, and whether or not it's available on budget or at a reduced price. Each category is rated out of ten; each game is given an overall score out of 100.

We've already reviewed each game featured in the Supertest, so if you want a more thorough valuation check out the relevant back issue of your favourite PC games magazine.

**PRESENTATION AND GRAPHICS** How easy is it to set up a league or get into a game? What tournament options are available? Do the players look realistic and move properly?

**PASSING AND TACKLING** How easy is it to make an upfield pass? Is the passing accurate? How easy is it to make a tackle? Can you defend properly? What about heading? Can you score from close up? Any special 'skill' moves? How familiar and instinctive is the control system?

**CORNERS AND SET PIECES** Can you bend it in from a corner? How easy is it to score from a set piece? Is there a failsafe way to score when taking a penalty? Is the ref always right? Was that really offside?

**GOALKEEPERS** Are the keepers any good? How much control do you have? Can they come out of the area? How prone are they to silly mistakes? How far can they boot it upfield.

**REALISM** Is it a sim, or a game? What camera angles are on offer? How realistic are the squads and player ratings? Are we playing to the rules? How much control do you have over tactics and formation? What's the AI like?





**A**s every real football fan knows, the season doesn't really start until after Christmas. And the same can be said for the PC ZONE Super League – except that it's actually a knockout Cup tournament, but there isn't a cup.

For the purpose of this month's Supertest, we've decided to do something a little different – all completely in the name of science, you understand, coupled with the fact that we felt like having an easy day in the office.

We grouped together eight football games that

were released over the last 12 months (we haven't included all the EA Sports releases, otherwise there simply wouldn't be room for any others), assembled a team of four of the finest armchair players this side of the Watford Gap (namely Steve 'Chester' Hill, Chris 'Chelsea' Anderson, Richie 'Verbal' Shoemaker and my good 'Arsenal' self) and devised our very own PC ZONE Super-Cup tournament in order to discover which is the all-time best football game currently available for the PC.

In a nutshell, everybody has to play everybody else at each game, and then we decide which four

games go through to the next round. Each game is rated in various ways (see the informatively titled How The Games Are Rated panel on the opposite page), and special attention is paid to how often the participants smile, laugh and guffaw compared to how often they curse, frown and throw down their gamepad in disgust.

For the semi-finals, once again everyone plays everyone else, and their comments are duly noted for the record. A big argument then ensues, and the two finalists are selected by (not very) secret ballot. We play the final and compare notes. The winning game

# ADIDAS POWER SOCCER

★ £29.99 • Psygnosis • PCZ #60



**“It's a crime against humanity expecting people to play Adidas Power Soccer, let alone pay good money for it”**

STEVE 'CHESTER' HILL COMES IN WITH A CRUNCHING TACKLE

## TECH SPECS

**MINIMUM SYSTEM** Processor P100 Memory 16Mb RAM **WE SAY** Buy this for someone you don't like

“It's shit,” sneered Steve. “They know it, we know it, *everybody* knows it!”

Richie: “Except Adidas, presumably. God knows what they're doing putting their name to a piece of crap like this. It's bloody awful.”

Chris: “There really is nothing good about it. At least the other games here had some things that were okay. This one is just plain awful. Whoever is responsible for this should be shot. Through the head.”

Richie: “Maybe they got loads

of trainers. It just goes to show that licensed games can be total bollocks, and that the people who put these deals together sometimes don't know what the hell they're getting into.”

Steve: “They should have contacted us. We'd have told them straight. For nothing. Well, for a few pairs of trainers.”

Chris: “I never want to see this kind of crap ever again.”

Steve: “It's a crime against humanity expecting people to play it, let alone pay good money for it.”

At which point he tossed it into the bin to a rousing chorus of “You're shit, and you know you are!” **Highest position** Bottom. Where it belongs.

## PCZVERDICT

Presentation and graphics	1
Passing and tackling	1
Corners and set pieces	1
Goalkeepers	1
Realism	0

**08** Nice trainers, shame about the game. It's a f\*\*\*ing disgrace

# THREE LIONS

★ £29.99 • BMG Interactive/Take 2 Interactive • PCZ #65

## TECH SPECS

**MINIMUM SYSTEM** Processor P120 Memory 16Mb RAM **SUPPORTS** Direct3D **WE SAY** Don't bother

“Looking back I can't help wondering what the f\*\*\*k they were playing at releasing this piece of shit!” exclaimed Steve. “Lucky they got it out before all the other games that appeared around the time of the World Cup or it would have scored even lower. I think in retrospect we were a bit soft on it.”

Chris: “Not as soft as a certain PlayStation magazine.”

Steve: “Yeah, pathetic. What went on there? It was seriously overrated by everyone, really. And it was the official game of the

England team. It's a F\*\*\*KING DISGRACE! Do you hear me? This is what lost England the World Cup! And David Beckham, of course.”

**“The shooting is just stupid. Would somebody explain what that bloody target thing is on the crossbar?”**

Richie: “The shooting is just stupid! Would somebody explain what that bloody target thing is on the crossbar?”

Steve: “It's their INNAVATIF new target/shooting system. But it's crap. Why do people bother coming up with stupid new control and targeting systems when everybody is happy with the traditional pass-and-shoot?”

Chris: “It looks shit too! I thought it was a bug when I first

**RICHIE SHOEMAKER PUTS THE BOOT IN**

saw it! And look at the players – I mean, look at Shearer's face there! Sort it out! And the way the players move – it's just pathetic!



The AI is really poor too. You just can't pass the ball at all, you have to run with it and hope you don't get bundled to the ground.”

Richie: “I just can't play this, it winds me up.”

Nodding heads confirm that *Three Lions* has reserved its place in the 'games to give away' box after just half an hour, and we eagerly move on.

**Highest position** Seventh – saved from perpetual damnation only by the travesty that is *Adidas Power Soccer*.

## PCZVERDICT

Presentation and graphics	4
Passing and tackling	4
Corners and set pieces	4
Goalkeepers	4
Realism	2

**36** Overrated at the time of its release, and is obviously crap



← is awarded the accolade of *PC ZONE* Supertest Winner, and we then retire to the local hostelry to reflect on the day's glories.

### THE QUARTER FINALS

So each game plays against each other game three times. That's a lot of matches. After a full morning's play it was pretty clear what our panel were most interested in.

Chris likes to be able to pass the ball around and expects the graphics to be top-notch. If you can't set up your own Cups and leagues then he's not

interested – "What's the point of having a football game that doesn't enable you to play in a competition against your mates?" he's said to EA Canada on more than one occasion.

Steve has spent more hours playing football games than Mick Jagger has spent playing away – and that's a lot of hours. He's a massive *Sensi* fan, and likes to be able to play the ball into space and play a game that can grow with him. Perhaps our fiercest and most able critic, he isn't wooed by lush 3D-accelerated graphics, and will sit for hours playing a game just to make sure he doesn't like it.

Richie isn't the greatest football game fan in the world, which probably has something to do with him supporting Portsmouth. Prone to exclaiming "Play up, Pompey!" when he's about to score a goal, he believes that you shouldn't have to spend hours getting to grips with a game's control system to be able to enjoy it.

Come mid-afternoon it was clear which games would go through to the next round. *Three Lions* and *Adidas Power Soccer* were rejected on the grounds that they were just plain crap. "Whoever developed *Adidas Power Soccer* should be shot – through the

# SUPERMATCH SOCCER

★ £19.99 • Acclaim • PCZ #62



This is what football games used to look like years ago.

### TECH SPECS

**MINIMUM SYSTEM** Processor P90 Memory 16Mb RAM **SUPPORTS** Direct3D  
**WE SAY** The system specs say it all really – as does the 20 quid price tag

Everybody agreed that the control system was one of the most unusual and difficult to master. "It's okay having three different buttons that dictate the power and range of a kick," reckoned Steve, "but unless you're prepared to spend hours getting to grips with it it's a waste of time. People want to be able to play straight away."

Chris: "Graphically it just doesn't compare with the likes of *FIFA* and *Actua*, and it's very

difficult to put together more than a few passes at a time. It's not awful, but definitely not worth buying when you look at the other games here."

Richie: "It's okay, but no one bothered playing it when it came in for review apart from Steve, and that was only because he was reviewing it."

A nod from Steve confirms all our suspicions, and *SuperMatch Soccer* is also tossed into the 'games to give away' box.

**Highest position** Out in the first round, finishing sixth overall. Clearly outclassed.

### PCZ VERDICT

Presentation and graphics	5
Passing and tackling	5
Corners and set pieces	5
Goalkeepers	6
Realism	6

**50** It was years in the making and wasn't worth the wait

# WORLD CUP 98

★ £24.99 • EA Sports • PCZ #65

### TECH SPECS

**MINIMUM SYSTEM** Processor P120 Memory 16Mb RAM **SUPPORTS** 3Dfx and Direct3D **WE SAY** A P166 with 32Mb of RAM and a 3D card is a more realistic minimum spec

*World Cup 98* immediately established itself as a firm office favourite the moment it came in for review last summer. Many man hours were lost in the name of 'research' while playing it, but since *FIFA 99* arrived it's been pretty much forgotten.

Chris: "This is great. We played this to death and it's still good."

Richie: "But we're not playing it any more since *FIFA 99* came in, are we?"

Steve: "Well I think it's f\*\*\*king disgraceful the way they keep churning out football games every few months. This time last year

we had *The Road To World Cup*, then in the summer we had this, and now they've just released



Still looking good, and available for around 20 quid in second-hand shops up and down the country.

*FIFA 99*. Money-grabbers."

Chris: "They get better and better though. *World Cup 98* was a lot better than *Road To World Cup*, and *FIFA 99* is better still."

Steve: "I know, but it just seems so... wrong."

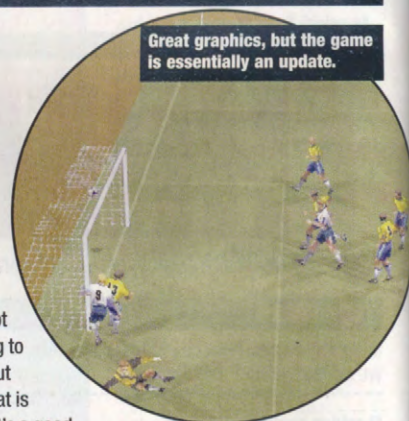
Richie: "They've dropped the

price. You can now pick it up for 20 quid."

Steve: "But that's not the point. It's still wrong to expect people to fork out again and again for what is essentially an update. It's a good game – great graphics, it plays well enough... in many ways it's got the lot – but I wouldn't be happy to see it go through to the semis, just on principal. Especially as *FIFA 99* is presumably there already."

After a further 20 minutes' 'lively discussion' it's agreed that *World Cup 98* can't go through because of a 'technicality'. Steve is a happy man.

**Highest position** Fifth. Just missed out on a place in the Semis due to a 'technicality'.



### PCZ VERDICT

Presentation and graphics	9
Passing and tackling	8
Corners and set pieces	8
Goalkeepers	7
Realism	8

**80** Expect to find thousands of copies in exchange shops



head," sneered Chris. *SuperMatch Soccer* was found to be just too inaccessible, due largely to the bizarre control method it employs. And *World Cup 98* missed out due to a 'technicality': "It's a f\*\*\*ing disgrace!" exclaimed Steve.

Which meant that *Actua 3*, *FIFA 99*, the boy Owen's *WLS 99* and the latest *Sensi* were through, and the playing once again began in earnest.

### THE SEMIS

Two hours later and a massive argument ensued. We were all pretty much agreed that *FIFA 99* should go

through to the final, but couldn't decide against what. *WLS 99* was clearly out of it's depth here, and the 'debate' that raged centred around *Actua Soccer 3* and *Sensible Soccer*. "Well I think *Sensi* should be in the final because it's the most different and realistic," argued Steve.

"But you're just getting all sentimental and nostalgic," countered Chris, backed up by the rest. "Things have moved on. Just look at the graphics and listen to the commentary – it's all so dated."

"But it's a classic," moaned Steve. "It deserves recognition."

"It did, but we're not talking about the original *Sensi* here," argued Chris, "we're talking about *Sensible Soccer Club Edition 98*. It's good, but it's just not the same thing."

"Well I want it noted that I wanted *Sensi* in the final. Have you got that, Wells?" was Steve's miffed demand.

### THE FINAL

After about another hour the panel finally – if reluctantly – came round to Steve's way of thinking. In many ways *Actua Soccer 3* is a poor man's *FIFA 99*, ➔

# MICHAEL OWEN'S WORLD LEAGUE SOCCER 99

★ £29.99 • Eidos Interactive • PCZ #72

### TECH SPECS

**MINIMUM SYSTEM** Processor P166 Memory 16Mb RAM **SUPPORTS** 3Dfx and Direct3D **WE SAY** Even with a P200 and a Voodoo2 card you have to lose some detail to keep the frame rate up

A few months after the release of *World League Soccer 98* (PCZ #65, 70%) comes the 'all-new' *Michael Owen's WLS 99*.

Steve: "When I first saw this I must admit I thought, 'Here we go again, they've just repackaged it and stuck Michael Owen on the box to shift a few more copies,' but it's actually a lot different."

Richie: "I quite like it. It looks okay, and you can turn it on a bit, but it's not as slick as *FIFA 99*."

Chris: "You can pass the ball around quite well, but it just doesn't seem as accessible as *FIFA*. Maybe it's just because we're all so used to playing *World Cup 98* and *FIFA* that everything else seems a little odd."

Steve: "That would arguably apply to most people. I've played it a fair bit and it's alright, actually – much better than *WLS 98*. They've obviously had a good look at it and thought about how they

could make it better. I like the way you can pan out to see more of the pitch, and the heading is pretty good. It's not the best football game out there, but definitely worth considering if you fancy a change.

"It's got its good points – the heading, a few shimmies and the set pieces – but it's bloody difficult, and definitely not for everyone." **Highest position** Fourth. Which means it got through to the semis, but sadly failed to progress any further – despite Michael Owen being on the box.



### PCZ VERDICT

Presentation and graphics	8
Passing and tackling	8
Corners and set pieces	8
Goalkeepers	8
Realism	7

**78** An improvement over the last game, but not the best by far

# ACTUA SOCCER 3

★ £39.99 • Gremlin Interactive • PCZ #72

### TECH SPECS

**MINIMUM SYSTEM** Processor P166 Memory 32Mb RAM **SUPPORTS** 3Dfx and Direct3D **WE SAY** It looks great with 3D acceleration

"We've spent a lot of time playing *Actua Soccer* over the years," states Chris, "and Jeremy absolutely loves it."

Steve: "Only because he won that Wireplay tournament and won two tickets to the England versus Tunisia game in bloody Marseille!"

Richie: "But it's already been surpassed by *World Cup 98* and *FIFA 99*. They just look and play better – those two are almost

becoming the industry standard."

Steve: "It's pretty good, but it's not as polished as *FIFA*. And you still can't score from close up. There are never any goalmouth scrambles like there are in *FIFA* – and in *Sensi*, for that matter. And there's hardly any heading either, unless you cross it into the box. That's just not realistic, is it?"

Chris: "It looks pretty smart though, and there are loads of teams, tournament and

competition options. You can pass the ball around well enough, and the shooting is pretty good. You can place your shots better than you can in *FIFA*."

Richie: "Yeah, but *FIFA*'s got that now, and it's got all the skill moves and adjustable speed setting."

Chris: "We've had them both in the office for a few weeks now, and people just seem to prefer *FIFA*. I certainly know which one I'd rather play."

Steve: "I'd play it for a change, but I'd always go back to *FIFA* – or *Sensi*, come to that."

**Highest position** An encouraging third for Gremlin's latest footie game. It's not without its good points, but those are outweighed by its drawbacks. Maybe next year.



### PCZ VERDICT

Presentation and graphics	9
Passing and tackling	8
Corners and set pieces	8
Goalkeepers	8
Realism	8

**80** Lack of heading and goal mouth action leave it behind *FIFA*



and we all knew which was going to win anyway. It has to be said that we had a lot of fun playing out the final. Steve proved to be an absolute whiz at *Sensi* – which obviously had nothing to do with him arguing so vehemently for it to be in the final. The rest of the panel succeeded in whipping his arse at *FIFA 99* (well, apart from Richie), and everybody soon got bored of Jeremy legging it down the wing, passing to the near post and scoring almost every time. “It’s bloody stupid,” screamed Steve after another drubbing. “You just can’t defend in this bloody game.”

“Then why don’t you attack and do the same thing?” baited Chris. “But it’s not proper football,” moaned Steve. “Use your keeper panic button and he’ll come out to claim the ball,” offered Richie, helpfully. “That way you narrow the angle. And use the skill moves when you’ve got possession. That way you can keep hold of the ball when the tackles are flying in.”

#### POST-MATCH ANALYSIS

So, unsurprisingly, *FIFA 99* walked it, and everyone agreed that it was the best football game for the PC.

“There are still things wrong with it,” Chris pointed out. “The keepers are a bit crap sometimes, the tackling is too easy, and they need to work on the AI to stop you from using the same tried and trusted scoring techniques, but it’s quite clearly the best.”

“Presumably they’ll release *The Road To Euro 2000* in a couple of weeks and make it even better,” said a clearly agitated Steve.

“Cheer up, chaps, it’s only a game,” chirped an onlooker, seconds before collapsing to his knees, dabbing his bloody nose and asking for directions to the nearest hospital... [PC]

# SENSIBLE SOCCER EUROPEAN CLUB EDITION

★ £29.99 • GT Interactive • PCZ #69

#### TECH SPECS

**MINIMUM SYSTEM** Processor P133 Memory 16Mb RAM **WE SAY** Playable enough, though more RAM would help

“Well at least they finally sorted it out after the debacle that was *Sensi Soccer 2000*,” says Steve. “If ever there was a case of a publisher forcing a developer to release an unfinished game, that was it.”

Chris: “It plays much better than *Sensi 2000*, doesn’t it. It just seems a lot quicker and more responsive.”

Steve: “Apparently they changed just one variable or something stupid and it all just came together. It shows what a fickle business this programming lark is.”

Richie: “It still looks pretty

dated though, doesn’t it? It’s supposed to be in 3D, but it isn’t really – except for the replays, and they just look shit.”

Steve: “They had to make it 3D, because if they didn’t then no publisher would have touched it. That’s how obsessed everyone is with 3D nowadays. It’s a f\*\*\*ing disgrace!”

Chris: “It still plays pretty well, but it just doesn’t do it for me. I mean, you may as well play the original *Sensi* – on the Amiga, if you’ve got one.”

Richie: “They should have made it so you can adjust the camera to whatever pan, zoom

and tilt you prefer.”

Steve: “You can’t do that though. It only works when you’re this far out at this angle, or it all gets messy. In many ways this is more of a true simulation than all the other games, because you can always see where or who you’re going to pass to, just like real football. And you can play the ball into space. You just can’t do that from any other camera angle. It just depends: do you want a realistic football game, or do you want it to be like watching a game on TV and be able to see the players’ faces?” Nods of agreement.

Chris: “But nobody’s playing it in the office.”

Steve: “I play it a lot.”

Chris: “I’d play it for a change.”

Richie: “Yeah, so would I. But it ain’t the best football game, just the best different football game.”

**Highest position** Second.

Because it’s different, and Steve says it’s more realistic. And he played *real* football – once.



In many ways more of a real simulation than all the other games.

## THE GREATEST FOOTIE GAME EVER?

**Sensi’s the name, football’s the game. For many it was the undisputed King of footie games**

For many, *Sensible Soccer* on the Amiga was as good as it got. Tiny sprite players, a seemingly massive pitch, one button that did everything. It was the kind of game that was very easy to pick up but took months to master. Up until a few years ago, an Amiga sat in the corner of the **PC ZONE** office solely for the purpose of playing *Sensi* tournaments. In short, everyone loved it. Above all else.

So what was wrong with the PC version of *Sensible Soccer* (PCZ #6, 70%)? Well, purists would argue that it was too quick, and that the control system just didn’t feel the same. Even the game’s developer, Jon Hare, is unable to put his finger on it: “We don’t know why, but it was just better on the Amiga. Maybe it was just what people were most used to,” he mused on a recent visit to **ZONE Towers**, during which the conversation inevitably got round to *Sensible’s* undeniable all-time classic. Again.

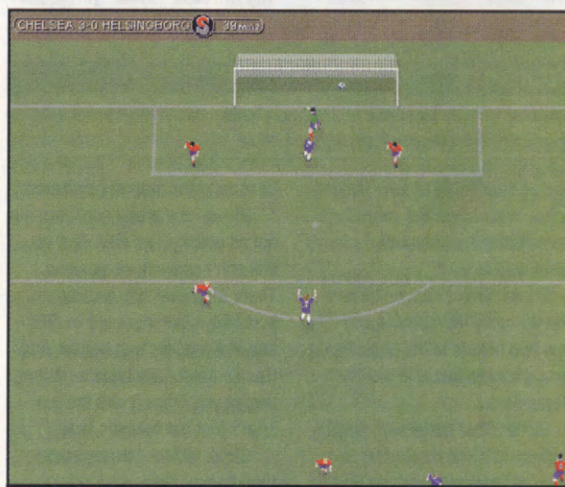
## PCZ VERDICT

Presentation and graphics	6
Passing and tackling	9
Corners and set pieces	9
Goalkeepers	8
Realism	9

**82** Still not as playable as the original, but worth owning



PC ZONE FC – setting Premiership clubs trembling in their boots.



Different and still very playable, but not what you’d call cutting-edge.



# FIFA 99

★ £39.99 • EA Sports • PCZ #71

## TECH SPECS

**MINIMUM SYSTEM** Processor P166 Memory 32Mb RAM **SUPPORTS** 3Dfx and Direct3D **WE SAY** A visual treat with a 3D card

Steve: "Well, what a surprise. Look what's won!"

Chris: "This is just the best. I just love it. I've always preferred FIFA to Actua Soccer, and this just kicks arse."

Steve: "Yeah, it's good, but the other day I was playing it and I

seemed to score almost by accident – a real screamer into the top corner from way outside the area. The shooting isn't as good as it is in Actua."

Richie: "It's the one I'd play if I could choose only one. It's brilliant. You can flick the ball on, chest it down, score with your head, and there's always loads of goalmouth scrambles."

Steve: "But what if you've already got World Cup 98? You're being ripped off!"

Chris: "Oh for Chrisake! Let's not go into all that again! We're here to find out which is the best football game for the PC, and FIFA 99 is quite clearly the best."

Steve: "Agreed. I suppose it's pretty good, but I don't like the way the ball hits the keeper and goes in all the time."

Chris: "It doesn't happen all the time."

Steve: "And it's way too easy

to score when playing against the computer."

Richie: "Only when you're playing on the easiest mode."

Steve: "And once you've heard that Fatboy Slim track a few times it really starts to grate – especially when Chris Waddle

starts jawing on. And the shooting is still pretty crap – you never really feel as though you can place it. And..."

Chris: "Oh, shut up! It's quite clearly everyone's favourite and

deserves to win. Don't you agree?"

Steve: "Yeah, I suppose so." **Highest position** Top. The winner. The best football game for the PC bar none.

**"You can flick the ball on, chest it down, score with your head, and there's always loads of goalmouth scrambles"**

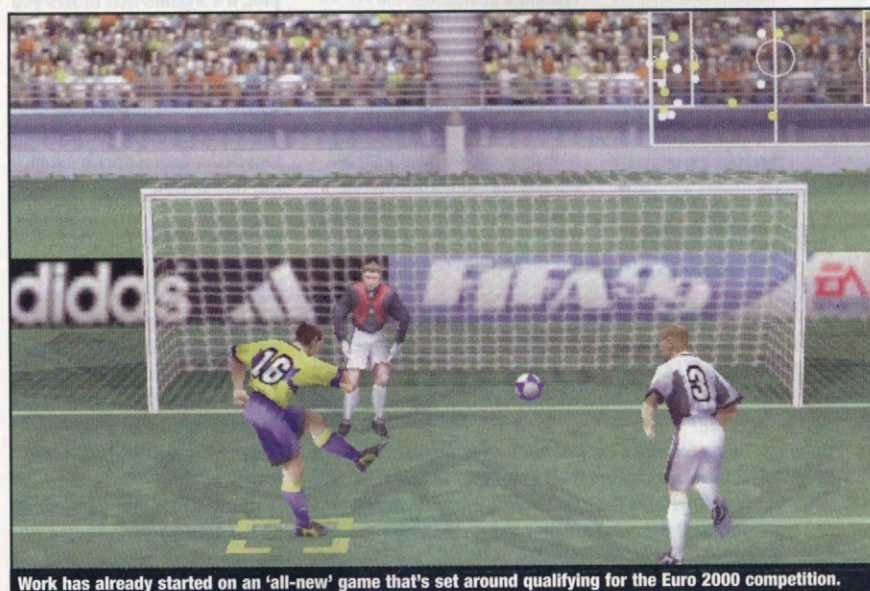
**RICHIE SHOEMAKER IS IMPRESSED**

## SUPERTEST WINNER

The best football game currently available for the PC.



You're the best, and you know you are.



Work has already started on an 'all-new' game that's set around qualifying for the Euro 2000 competition.

## PCZVERDICT

Presentation and graphics	10
Passing and tackling	9
Corners and set pieces	9
Goalkeepers	9
Realism	8

**90** Quite clearly the best footie game available for the PC

# ELIMINATOR

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# FEEDBACK

Is it grating, or great? Boring, or brilliant? Turgid, or terrific?

We step aside to let you, the punter, voice your views on the games  
PC ZONE has reviewed. *Richie Shoemaker* rifles through the postbag

## IT'S YOUR SHOUT!

Feedback is here to offer you, the player, a platform to voice your opinions on any of the games reviewed in PC ZONE over the last six months. Whether you want to sing a game's praises or simply give it a verbal beating, we want to hear from you. Remember to keep your comments between 50 and 150 words and include your name, address and age.

**WRITE TO** Feedback, PC ZONE, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ

**EMAIL** Alternatively, e-mail them to us at [letters.pczone@dennis.co.uk](mailto:letters.pczone@dennis.co.uk) with 'Feedback' in the subject line.

**"If you've yet to get FFXII, don't even finish reading this sentence, GO GET IT NOW!"**

JAMES, IPSWICH

## POPULOUS: THE BEGINNING

REVIEWED Issue 70, December

SCORE 92%

What we thought

**PCZONE CLASSIC** "Populous may be 'just another RTS game' in some respects, but it also happens to have the best interface, the best engine, the most finely balanced gameplay, and the most original and distinctive underlying concept."

What you think

★ "Wonderful game. Now where did that weekend go? I know it started, but I went and bought *Populous* and now it's time to be back at work. Oh well, only another seven hours and I can get back to the serious business."

Chilling

★ "Hats off to the guys 'n' gals who pulled this off (the game, that is). What an engine! It's quite remarkable how features that were running in the background in *Populous 1* and *2* are now under your control (hut building, follower movement etc). I still piss myself when they all go into ballistic soccer hooligan mode when you win."

Jud Eiloart



## FINAL FANTASY VII

REVIEWED Issue 69, November

SCORE 95%

What we thought

**PCZONE CLASSIC** "Final Fantasy VII achieves the formidable task of making role-playing games cool. This isn't just an illusion of cunning design, it really is a superb game. You just have to be prepared to accept a few... peculiarities."

What you think

★ "In my opinion, *Final Fantasy VII* was the greatest game of '98, excelling in all areas without failure. However, as November's Feedback pointed out, the PC version is not perfect. My advice to anyone considering buying it is to, where possible, get the PlayStation version. It is far better, with no installation or graphics problems, and no bugs such as the one Chris Scott discovered. Anyway, once again *Final Fantasy* rocks. It nearly had me in tears a few times, and I certainly lost a

load of sleep over the addictive plot structure. Not only that, you get great value for money – it's massive! If you've yet to get *FFVII*, don't even finish reading this sentence, GO GET IT NOW!"

James, Ipswich

## SHOGO: MOBILE ARMOR DIVISION

REVIEWED Issue 71, Xmas

SCORE 92%

What we thought

**PCZONE CLASSIC** "Shogo isn't your usual run-of-the-mill Quake clone. With strong identifiable characters, stylish animation and an ever-evolving plot, it's a game that draws you in from beginning to end."

What you think

★ "Can I just say that *Shogo: MAD* is the best first-person shooter out at the moment. It's tons better than *Half-Life* – well, Day One at least."

Spielman

★ "What a game. The graphics, the sound, everything... except the toughness. Even on madness skill I still managed to finish it within a day (well almost a day). Also finished *Half-Life* Day One in a night. Come on, you programmers, let us at least make use of the £35-plus for the games, eh?"

Slayerman

★ "I got *Shogo* on mail order from the States. Initially the AI was pretty ropy, as you said, but the version 2.0 patch which arrived before the game hit the UK shelves sorted out the enemy eyesight. Now the game delivers a decent challenge on the standard level. I can't comment on the easy level as you guys did, as I, like most self-respecting FPS players, never select that option."

"The opening movie is a classic Manga-style intro; I've been humming that Japanese pop song all week. The only thing the game needs now is the patch to enable humans and MCAs to play on the same multiplayer game. A gang of humans against one guy in a mecha – COOL!"

Matt 'Kaneda' Pritchard

★ "Shogo runs as smooth as hell on a lower spec machine. Well it does on my P200, 64Mb RAM, CL Banshee PCI, anyway. I can get full detail and full everything – 16-bit textures and all that. A damn sight better-programmed engine than *Unreal*, and every bit as good visually."

Stephen Ramsay

## SIN

REVIEWED Issue 70, December

SCORE 91%

What we thought

**PCZONE CLASSIC** "There's always something going on, and the ever-twisting plot constantly encourages you to make further progress. And, as previously mentioned, you do get to shoot people in the head."

What you think

★ "This game is excellent, not only for single player (which has a great plot) but also for multiplayer. The weapons are reasonably fair, the levels well thought out (some single-player levels look amazing) and the power ups are great. I'm sure that by now everyone has found that the *SIN* patch v1.01 is bugged for the UK version, but according to Activision they are fixing this."

"When the mods come out (ie Capture The Flag) this should definitely beat *Quake II* (if that's at all possible). I for one will be anxious to get hold of *SIN 2* when it is finally released."

Jonathan Dickinson

★ "So what is up with *SIN*? Well, it's fine when things are quiet, but when the action gets frenetic the frame rate drops to give a very jerky picture. Worse still is the time it takes the levels to load – it seems interminable."

"The cynic in me says that they rushed *SIN* out prematurely – even given its long development time – to get on the shelves ahead of *Half-Life*."

Simon Smith

★ "SIN is one of the worst games ever released for the PC, and Activision are bastards. DO NOT BUY THIS GAME!"

"First off, this game is full of bugs: some of the end of level monsters don't work; the 'quick save' takes over a minute, so does the 'quick load'. Worst of all, Activision knew this before they released the game."

"When you finally get the thing working, the game is so dull it makes dishwater look exciting. I have just wasted a lot of money on a terrible game, and I am very angry. PC ZONE: playtest your games properly. Games designers: have a new idea, please. Activision: give me my money back."

Adam Steiner

★ "Who the hell needs Lara 'scrawny bitch' Croft when they can idolise a real woman of the likes of Elexis Sinclair. Lara for the BOYS, Elexis for the REAL MEN."

Colin Curless

★ "How can you give *SIN 91* per cent? When a person like me buys a game, it is to play the single-player game once and then destroy his mates for the next two years or so. Over the Net, *SIN* is a pile of crap. Absolute crap. It's *Duke Nukem 3D* in *Quake II*'s engine. The weapons are terrible – I couldn't get a single kill with the bloody rocket launcher. Absolute shite."

Chris Hoult

## WARGASM

REVIEWED Issue 71, Xmas

SCORE 93%

What we thought

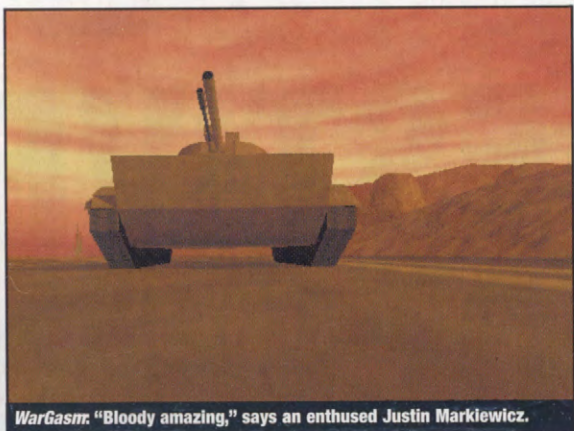
**PCZONE CLASSIC** "Wargasm stands accused of transforming committed pacifists into bloodthirsty ogres prepared to rub their hands together and bathe in the debauchery of war. Verdict: guilty."

What you think

★ "A bloody amazing game. The score should be higher. Great single-player, but this game comes alive online, especially on Wireplay."

"The criticisms on the control method aren't justified. After a bit of practice it becomes second nature with a joystick. The Gravis





Wargasm: "Bloody amazing," says an enthused Justin Markiewicz.

Xterminator is great for this game.

"Basically this is one of the greatest online games I have ever played and it is so addictive. A two-hour online session is not uncommon, and I only bought it three days ago.

"Well done DID for another cracking game. (Oh, and well done BT for making Wireplay free to BT Internet customers.)"

Justin Markiewicz

## COLIN MCRAE RALLY

REVIEWED Issue 68, October  
SCORE 93%

What we thought

**PCZONE CLASSIC** "Small giggles aside, there's little doubt that Colin McRae Rally has become the benchmark for rally games on the PC."

What you think

★ "A brilliant but expensive game. Expensive? Well it was for me – my ATI Rage II gave shit resolutions, so I went out and bought a Voodoo2 just for playing this game.

"I agree with your comments about the cars seeming too light, as they roll far too easily. Another improvement could be the addition of deformable scenery, and alternate route choices to make an ace game better.

"By the way, I thought I'd tell you about my mate with a P75 who, after playing Colin McRae, is now upgrading his PC just for this game. Poor sod."

Andrew Strange  
(Don't knock the name)

## CARMAGEDDON II

REVIEWED Issue 69, November  
SCORE 95%

What we thought

**PCZONE CLASSIC** "Carmageddon II is completely, completely horrible. If real life were as horrible as this, the Samaritans would be out distributing razor blades and sleeping pills."

What you think

★ "I agree with most of the things in your review – great courses, superb peds and fantastic power-ups – but SCI have not improved upon all of the basic errors of the first game which have made it so frustrating. The worst thing is the camera angle, which is utter shite. Reverse and the camera spins around; crawl forward and then the camera only moves part of the way back. In network play the opponent can drive off the other way while the camera is arsing around pointing the wrong way. In addition to this, the frequency with which the car ends up on its roof is uncanny, and the way the car gets stuck on stupid edges is unforgivable."

Andy Moss, Wokingham

★ "Having snapped up a copy straight away, I can only say that Carmageddon II is nothing short of phenomenal. The intro sets the scene instantly, and the pumping soundtrack is perfectly suited to the game (thanks to Iron Maiden).

"Starting the game itself and playing for only a few minutes, you can tell it improves on its predecessor in almost every respect. The inclusion of missions (though they were very frustrating) between the massive levels is testimony to the game's true depth. One example is the way I pushed the overturned dragster in front of a speeding train, and watched with delight as it buckled and split when one half collided with an oncoming tunnel!

"Like the original, I cannot stop playing it – it's just too addictive. The selection of cars is excellent, and some of the power-ups are hilarious. And the physics of the world are spot on – ploughing through shoppers slows and jolts the car as the corpses

clog up the wheels and smash the windscreen. The handling of the cars is quite sluggish but very realistic.

"Stainless can only be praised for creating such a believable world. The graphics themselves are pretty impressive, though a bit simplistic in places, despite having just purchased a 3D card with the game to play it in all its glory. Another graphical problem is that I find the green blood a little off-putting. The idea of tearing up warm, pink flesh would enhance the grisly pleasure derived no end, but I suppose this cannot be helped."

Stuart McCulloch

## HALF-LIFE

REVIEWED Issue 71, Xmas  
SCORE 95%

What we thought

**PCZONE CLASSIC** "It would be unfair to give away too much of the story, but suffice to say that when it goes off you had better be prepared to run, dodge, hide and bludgeon, often at the same time."

What you think

★ "The rating which you gave Half-Life is bollocks. I mean, do you know what you have done? You actually dared to rate Quake II over Half-Life. Personally, I don't like Quake II that much – I get bored with it when I reach the fifth level – and I only play Action Quake II now. Half-Life is an absolutely amazing game, and I don't understand why it didn't get a higher score.

"Half-Life is fully interactive, rich and intelligent, whereas Quake II has brown/green shitty textures and lacks gameplay. I mean, what do you see in QII any more? It's passed on. Forget it. It'll be on budget soon anyway. Make sure you take all the details

into account and please re-evaluate it. I insist."

Jake

★ "Multiplayer is a right laugh, with the levels getting more bloodstained and charred as time progresses (it doesn't disappear either). The weapons are good, the crossbow excellent for sniping and the rocket launcher just for pure scariness value. (When the red heat-seeking dot hits you, boy do you sweat.)"

Vanguard

★ "The damn thing sucks you in. I got home, installed it, decided to play it quickly while I was waiting for my tea. Three hours later I was starving, my tea was cold and I was late for the pub – all I could think of was Half-Life. So I left the delights of alcohol and returned to it. Goodbye social life (again)."

Robb06

★ "I've been scared shitless all weekend playing Half-Life. What a superb blend of puzzle solving and mindless violence."

Chris

## CONFLICT FREESPACE - THE GREAT WAR

REVIEWED Issue 66, August  
SCORE 89%

What we thought

**PCZONE RECOMMENDED** "Until the next big thing comes along, you could do a hell of a lot worse than buy Freespace. Bloody marvellous, and no mistake."

What you think

★ "Freespace kicks ass. It is quite possibly the best space flight sim I have played in years. With a shit-hot machine and a 3D card, the graphics are so good you could almost be there. The gameplay is fantastic, as is multiplayer, and the cut-scenes are very impressive.

"To be frank,

Conflict Freespace – The Great War is one of the best games I have ever been fortunate enough to play, and is right up there with Quake II and Total Annihilation: Core Contingency."

Peter Isserlis

## DUNE 2000

REVIEWED Issue 70, December  
SCORE 62%

What we thought

★ "Playing through the same missions with the same units does little to bring back the fervour with which the original game was played. In fact the experience rather soiled the memory."

What you think

★ "I totally agreed with your review. I loved the original game and bought Dune 2000 before your review. I thought Westwood would do something special for the new game. How wrong I was.

"The AI is as crap as ever – the enemy just come at your base in a straight line, right into your turrets. Also, there's no variation in missions – just build up your base and attack. The only good thing about Dune 2000 is the excellent FMV. But that's not worth £35, is it?"

Damian Howard

## CAESAR III

REVIEWED Issue 70, December  
SCORE 92%

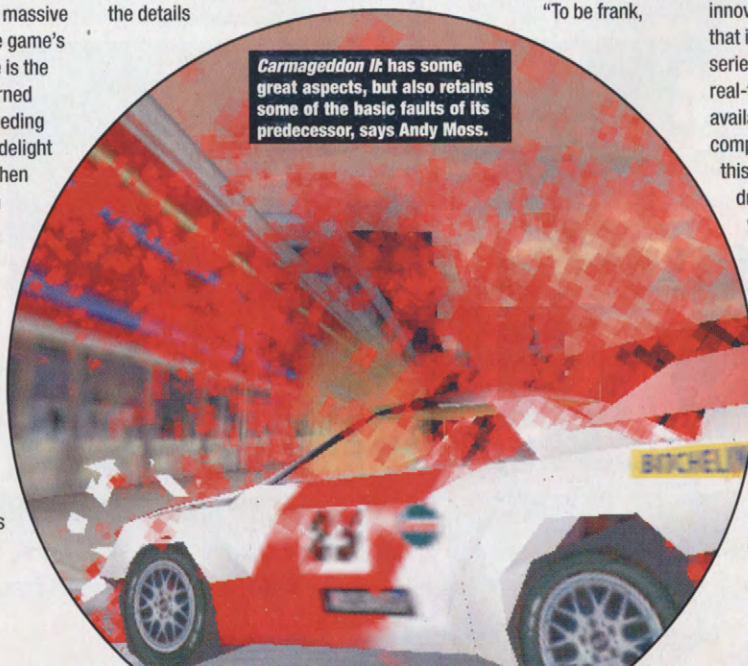
What we thought

**PCZONE CLASSIC** "Caesar III is a latter-day incarnation of the old cabaret trick of spinning plates on sticks, and there's never a moment's rest. Your mind is constantly racing, to the exclusion of all else."

What you think

★ "Why does Caesar III warrant classic status? It could hardly be described as either original or innovative. Apart from the fact that it is part three in the Caesar series, it is one of hundreds of real-time strategy games available. Personally, the only compulsion I felt was to remove this hateful game from my hard drive as fast as possible. It has worse graphics and more tedious gameplay than Settlers II, which received the same score some two years previously.

"How will the games industry ever move forwards if such tired old reworks are greeted with critical acclaim? Better games than this one are already available on budget." [PCZ]



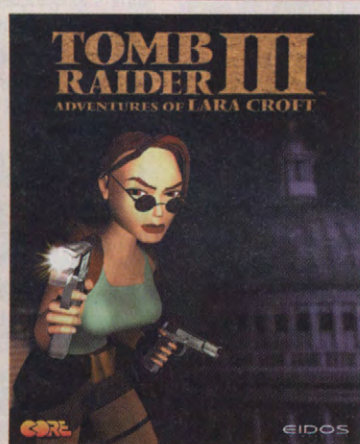
Carmageddon II has some great aspects, but also retains some of the basic faults of its predecessor, says Andy Moss.





# VIRGIN FESTIVE BRIBE SHOCKER!

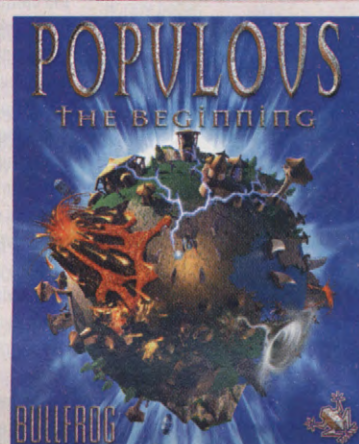
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Fifa 99 PC CD-Rom



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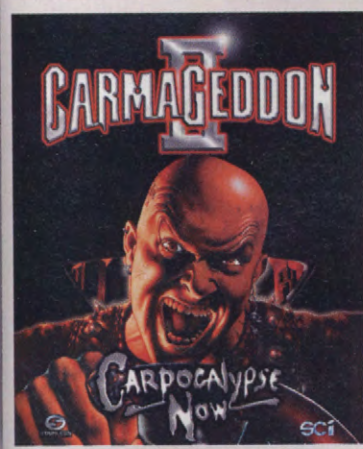
Grim Fandango PC CD-Rom



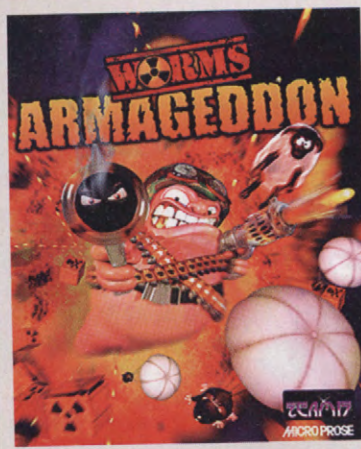
Sin PC CD-Rom



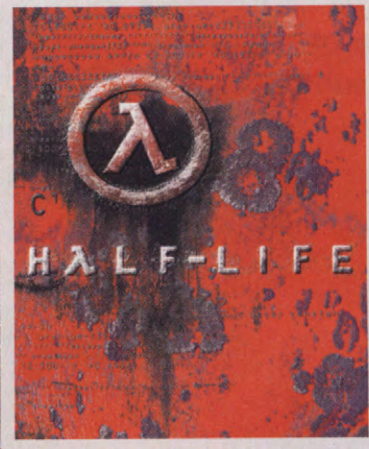
YOU A€5 VOUCHER\*



Carmageddon 2 PC CD-Rom



Worms Armageddon PC CD-Rom



Half - Life PC CD-Rom



**MEGASTORES**



# 3D CARD SHOOT-OUT

Looking for the ultimate 3D gaming experience?

**Chris Anderson and Gareth Ramsay** put the latest 3D cards through their paces

A year ago, the answer to the question on everyone's lips – ie "Which 3D card should I buy?" – was quite simple: buy a 3Dfx card. 3Dfx had impressive and stable drivers and the backing of the entire development community (which in turn guaranteed 3Dfx support for all the latest games), so it came as no surprise to anyone when their card emerged as the industry standard for cutting-edge 3D in PC games.

A year later, 3Dfx no longer have the monopolising stranglehold over the games industry that they once enjoyed – new arrivals such as nVidia's TNT chipset is making great waves among developers and avid games enthusiasts alike. However, it's worth noting at this point that the next wave of 3D cards will *not*

**"The next wave of 3D cards will *not* necessarily make your games look noticeably better than they do with a standard 3Dfx card, but they will make them run faster"**

necessarily make your games look noticeably better than they do with, say, a standard 3Dfx card, but they will make them run faster and with a more acceptable frame rate. So if you want to play the next generation of 3D games there are two things to bear in mind. Firstly, you need a decent machine to run them on. You can just about get away with playing games like *Half-Life* and *SiN* on a P200, but ideally you'll need a Pentium II

machine to run them acceptably. Secondly, assuming you've just bought a decent PC, you need a second-generation 3D card to run the latest games super-smoothly and at ridiculously high resolutions. These are the main factors to consider before you make a buying decision, but there are other things to bear in mind.

## GOALPOSTS. MOVING. AGAIN.

The new generation of PCs come with a new bus called AGP. Standard video cards and 3D accelerator cards that use this new bus are much faster than cards that were designed for a PCI bus (which is probably what you've got in your PC, unless you've just bought it). Some of the cards we're looking at here support AGP, which means that they are of little interest to those of you with low-end machines, unless you're considering an upgrade in the very near future.

This is an important issue. If you're not sure whether you have an AGP or PCI motherboard, consult your computer's manual or ask your dealer. If it's AGP, simply go for the best card you can afford from our test. If it's PCI, your best bet is probably a Voodoo2 card or a PCI-based Banshee. On the whole, AGP is better than PCI, so if you can afford to upgrade your PC with an AGP motherboard (they cost about £80) it's well worth doing.

You'll notice too from our chart (page 109) that all the cards come with varying amounts of texture RAM. This RAM is used in two distinctly different ways: texture storage and frame-buffering, and basically the more megabytes of RAM each card has, the better. However, not all the cards use this texture memory in the same way. 3Dfx, for example, have opted for a split-

memory system: on a 12Mb board, 4Mb is given to each texture engine and 4Mb to the frame-buffer. There's much debate as to the efficiency of this system, as the second texture engine, which is usually used to add effects such as light mapping, often requires less memory than its partner. With memory being one of the main factors affecting the price of cards, inefficient use of it can be critical.

Some cards overcome this problem through the use of Unified Memory Architecture (UMA) which enables games programmers to use the memory however they see fit. For example, if they want to fill a low-res scene with several megabytes of textures, they can. On the other hand, they can also choose to create a hi-res scene with a few textures – the flexibility is there. With the next generation of PC games requiring a vast number of textures, it seems that a 16Mb UMA card – and an AGP one at that – is the way to go.

Over the next few pages we give you the low-down on the chipsets that are currently 'fashionable' with card manufacturers, and a hands-on test of all the major 3D cards available. However, bear in mind that the results only tell you which cards are technically best at specific tasks.

In order to make your buying decision, you must decide what is important to you. Think about what you want from a 3D card. If you want to play old games that support 3Dfx, you need to buy a Voodoo-based 3D card. If you have a low-spec machine with a Voodoo1 card, your best bet is probably a Voodoo2. And if you're prepared to bite the bullet and embrace the future of 3D gaming technology with open arms (and, of course, an open wallet) we have cards to suit your tastes too.






**“If you’re prepared to bite the bullet and embrace the future of 3D gaming technology with open arms (and an open wallet) we have cards to suit your tastes”**



## THE MAIN CONTENDERS

These are the chipsets used in most 3D cards available today. Some companies produce cards based on more than one of these chipsets. The relative merits of each chipset is discussed below. Refer to the charts on page 108 for a 'real-world' performance and price comparison before buying a card based on any of these chipsets


### MATROX G200

 The new Matrox card is one of many 2D/3D solutions on offer in this test. Given that Matrox have set the industry standard in 2D for as long as anyone can remember, it seems logical to presume that it is the main contender for the 2D/3D throne. Well, not exactly. The card comes in either AGP or PCI versions with 8Mb RAM as standard (with the ability to upgrade to 16Mb), but there are no twin texture engines and, at the time of writing, no OpenGL support (although we're assured this will be ready before Christmas). So why would anyone want to buy it? The answer is simple: this is still a very good chipset. With possibly the best image quality around (for both 2D and 3D), your games look crisper

**“For sheer speed, the Voodoo2 is the fastest boy racer on the 3D card track”**

and more colourful (up to 32-bit colour-depth is supported) while a respectable frame rate is retained. Considering the cards the Matrox is up against in this test, it won't prove the obvious choice for 3D – but it is going to please a lot of people with what is still the best 2D in the business.

### nVIDIA RIVA TNT


 nVidia have launched arguably the best chip yet. Arguably? Well, while only fractionally slower than the Voodoo2 at lower resolutions, the RIVA TNT offers an astounding frame rate at higher resolutions. *Quake II* at 1280x960 at well over 30fps, anyone?

Now that the price of memory has dropped, 16Mb on-board RAM has become financially viable, and cards with this amount of RAM (such as the TNT cards on test) can handle high resolutions without all the slow-down of texture-swapping. Another speed feature of the TNT is the twin texture engines (as used in the Voodoo2), which enables visual effects such as bump-mapping and reflections to be rendered twice as fast as competitors' cards. Couple these features with the sheer power

of the on-board graphics processor and you've got one of the best chips on the market.


This does come at a price however. Unlike the Voodoo's ability to squeeze more life out of your ageing system, the TNT requires at least a PII for good performance.

### S3 SAVAGE3D

 S3's first foray into the 3D chipset market was disappointing, and their range of Virge chips offered little in the way of visual stimulation apart from smooth hi-res rendering. However, the Savage 3D promises to put S3 back up there as one of the big players in 2D and 3D.

This new chipset has the usual range of features found in rival cards, but what sets it apart from the rest of the pack is S3's 'texture compression' technology. Today's technically demanding games such as *Unreal* or *Quake II* need a huge number of textures to be stored in memory to render those complex, realistic environments. By compressing these textures on chip before they're sent to memory, S3 hope to be able to provide the same 3D performance on an 8Mb card as their rivals can attain with a 16Mb card. Given the extra processing power needed for today's dual-texturing games, as well as on-the-fly data compression, this is quite a bold move for a single texture engine card. S3 seem to think this is the preferred technological path to follow, and with later driver revisions they may even give the Banshee a run for its money.


### 3DFX BANSHEE

 3Dfx's second attempt at a 2D/3D solution fares far better than the infamous Voodoo Rush card they released a couple of years back. The Banshee is a cut-down Voodoo2 chip running at a faster speed and sporting 16Mb of on-board RAM. But what does this mean to gamers?

Well, for the Banshee card, 3Dfx have split the Voodoo2's twin texture engines down to a single unit, but they've also produced a chip that runs 10 per cent faster than its big brother. So while in theory the Voodoo2 should run games which support twin texturing

faster than the Banshee, in practice the increased speed of the Banshee chipset more than makes up for this. Also, the 80 per cent-plus of games which don't support twin texturing should run faster on the Banshee than on the Voodoo2. Like the Voodoo2, the card is limited to 16-bit colour in 3D mode.

### VOODOO

 Why have we included the Voodoo in a round-up of today's hottest 3D cards? Well, it's because even though it's a couple of years old, the Voodoo1 can still show a few of the slower cards a thing or two.

It may not boast the twin texture engines of its latest sibling, the Voodoo2, but it does include almost every other feature, and at 640x480 can still push those frame rates. If you want to rejuvenate an ageing PC or you're short of cash, a Voodoo1 card should be right up your street. It's not among the fastest cards on test here, but you can rest assured that due to their Glide compatibility you can play almost every game on the market. And that's something you won't get from some of the most expensive cards in this test.

### VOODOO2

 Admittedly it's hard to find fault with what has become the yardstick for 3D gaming. But it is worth bearing in mind that the days of 3Dfx-only games are drawing to an end, and this has always been the Voodoo's upper hand. As the playing field becomes more level, you will start to take more notice of the Voodoo's limited 16-bit colour capability and the 800x600 maximum resolution, and the price you have to pay for a card with no 2D.

However, for sheer speed, the Voodoo2 is the fastest boy racer on the 3D card track. It doesn't discriminate against slower processors like some of its contemporaries do. This is the people's card. You need one of these. In fact you really need two. That's right, you can connect them together (SLI) inside your machine for that extra boost. It's like a fuel injection system for your PC. Got it? Get it.

## GLOSSARY

Some of the terminology applied to 3D cards, and what it all means

**PCI** The standard bus on most existing PCs. Fast enough for most games, but can't cope with high-end 3D graphics.

**AGP** Accelerated Graphics Port. A new PC bus specifically designed for fast 3D graphics which only comes with today's newer PCs. Data on AGP 3D cards can be stored in system memory rather than on the card itself, which means they're very fast.

**ANTI-ALIASING** Smooths the image by 'guessing' the properties of pixels between pixels. Gets rid of that 'patchwork quilt' effect on surfaces viewed close-up.

**API** Application Programming Interface. A specific set of instructions sent by a 3D game to a 3D card's drivers (example: OpenGL).

**BI/TRI-LINEAR FILTERING** Blurs a texture as it is applied to a 3D object to give it a more realistic and non-pixelated look.

**BUMP-MAPPING** Creates a three-dimensional surface by raising and lowering the heights of selected colours in the image.

**DIRECT3D** Microsoft's own multi-platform API. Part of the DirectX suite of developing tools.

**FPS** Frames per second. The number of frames of animation the card is rendering per second.

**GLIDE** 3Dfx's own API. If you want to play a game written in Glide, you need a 3Dfx card. All 3Dfx-only games are written in Glide.

**MIP-MAPPING** Enables multiple textures to be used for the same surface. When you're very close to an object a detailed texture appears, only to be replaced by a smaller one as you get further away.

**MULTI-TEXTURING** Combining different textures to create a realistic surface – an image of the player could be combined with a metal texture to give a reflective effect.

**OPENGL** A multi-platform API. Developers of non-3Dfx specific games use this a lot.

**SLI** When two Voodoo cards are linked together in one machine they're in SLI mode, giving you twice the power of a single card.

**TEXEL ENGINE** A chip specifically for rendering textures. Two of these mean effects such as bump-mapping can be rendered twice as fast.

**TEXTURE** A flat surface applied to a 3D object to give it a realistic look.

**Z-BUFFER** Works out how 'deep' into the image objects should be. For instance, it should stop parts of characters (arms, etc) showing through walls.



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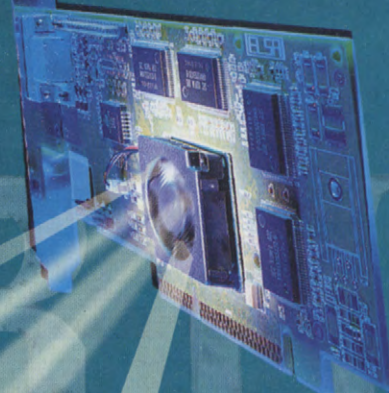
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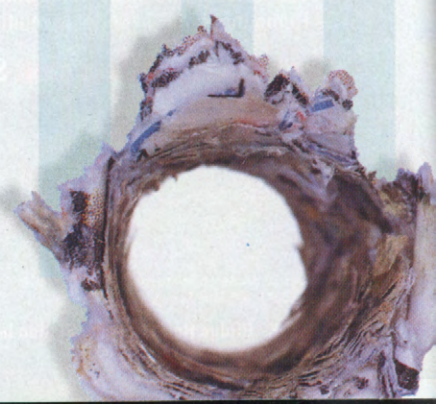
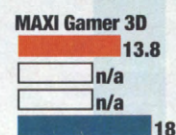
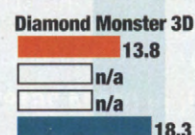
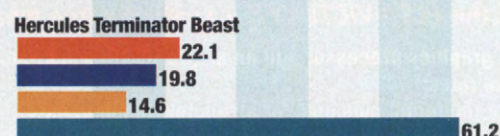
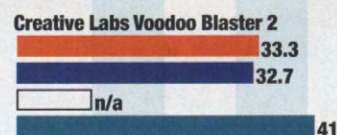
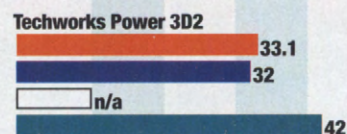
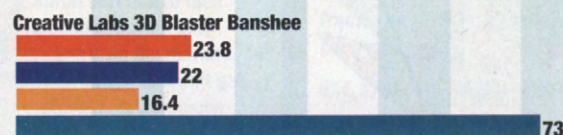
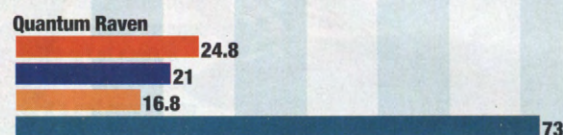
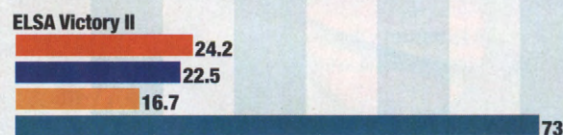
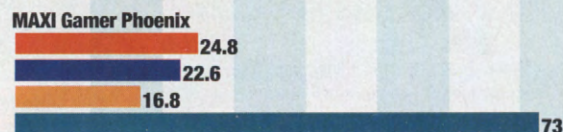
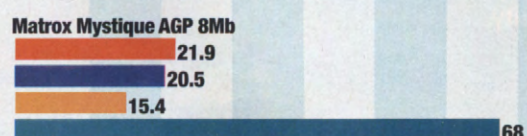
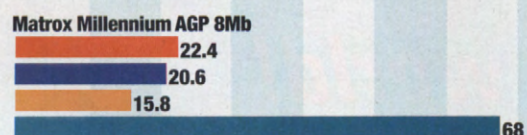
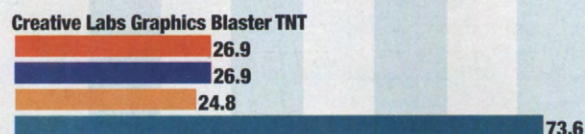
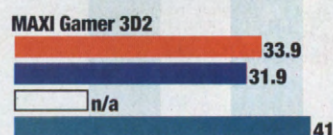
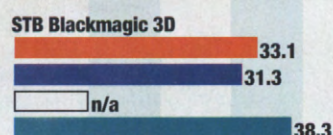
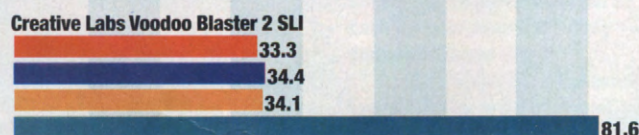
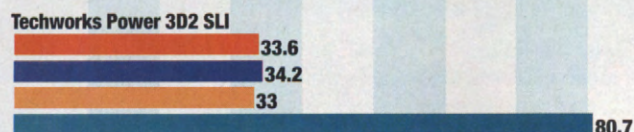
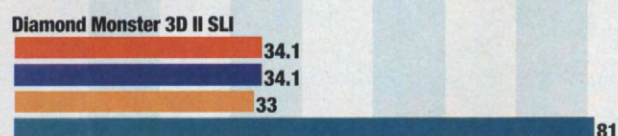
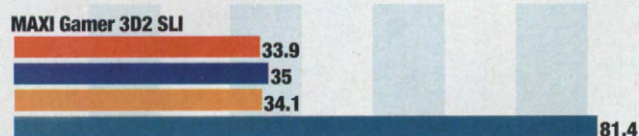
# TEST RESULTS

TESTED ON: PII 333, 64MB RAM

These results show the average frames per second achieved in *Quake II* at differing resolutions, and the average frames per second taken over three resolutions in *Forsaken*

QUAKE II at 640x480 resolution  
QUAKE II at 800x600 resolution

QUAKE II at 1024x768 resolution  
FORSAKEN average speed





## HOW WE TESTED THE CARDS

This is a 'real world' test of the cards, and, as in the real world, there are different PC types in this test. We picked a P200 with 32Mb RAM and a PII333 with 64Mb RAM as our test machines, covering a broad mid-range of systems. All the cards were tested on the PII, whereas the P200 was restricted to the PCI flavour. Each card was tested on a clean install of Windows 95, DirectX 6 and the respective drivers supplied in the box

### TEST #1 Forsaken Demo

Acclaim's 3D shooter is awash with lighting, various levels of texture mapping and a wide choice of resolutions in 16- and 32-bit colour. We tested each card in 16-bit colour up to 1024x768 using the included rolling demo, SHIP.DMO, to check their performance in basic Direct3D rendering.

### TEST #2 Quake II

To really separate the men from the boys, id's shooter was chosen for its broad range of features, including multi-texturing through OpenGL. We tested each card up to 1024x768 using a meaty juggernaut of a demo, CRUSHER.DM2, which makes short work of all but the most powerful cards.



★ For a more detailed description of the tests we employed and the software we used, check out the Editorial section on this month's cover CD.



Quake II in high resolutions pushes your 3D card to its limits.



Forsaken: you will be without a powerful 3D card to run it.

## CARD DETAILS

CARD	CHIPSET	2D/3D	MEMORY Mb	BUS	COLOUR DEPTH	SOFTWARE BUNDLE	PRICE	MANUFACTURER	CONTACT
<b>S3 SAVAGE 3D</b>									
Hercules Terminator Beast	S3 Savage3D	Yes	8	AGP	32-bit	NONE	£84.60	Hercules	01344 723322
<b>MATROX MGAG200</b>									
Matrox Millennium AGP 8Mb	MGA G200	Yes	8	AGP	32-bit	Motorhead, Incoming, Tonic Trouble OEM	£129	Matrox Graphics	01753 665500
Matrox Mystique AGP 8Mb	MGA G200	Yes	8	AGP	32-bit	Picture Publisher 8, Simply 3D 3	£129	Matrox Graphics	01753 665500
<b>nVIDIA RIVA TNT</b>									
Creative Labs Graphics Blaster TNT	RIVA TNT	Yes	16	AGP	32-bit	Forsaken, Incoming	£129.99	Creative Labs	01189 344322
Diamond Viper V550	RIVA TNT	Yes	16	AGP	32-bit	Motorhead, Photosuite SE, Freemont SE	£119	Diamond	01189 444400
STB Velocity 4400	RIVA TNT	Yes	16	AGP	32-bit	NONE	£129.00	STB Systems	01753 212600
ELSA Erazor II	RIVA TNT	Yes	16	AGP	32-bit	Need For Speed III, Recoil	£115	ELSA	01844 261 872
<b>3DFX BANSHEE</b>									
MAXI Gamer Phoenix	Voodoo Banshee	Yes	16	AGP	16-bit	F1 Racing, Half-Life OEM, Tonic Trouble OEM	£99.00	Guillemot	0181 944 9000
ELSA Victory II	Voodoo Banshee	Yes	16	AGP	16-bit	Need For Speed III, Recoil	£99	ELSA	01844 261 872
Quantum Raven	Voodoo Banshee	Yes	16	PCI	16-bit	NONE	£99	Quantum3D	001 408 919 9999
Creative Labs 3D Blaster Banshee	Voodoo Banshee	Yes	16	PCI	16-bit	Incoming	£99.00	Creative Labs	01189 344322
<b>VOODOO II</b>									
Techworks Power 3D2	Voodoo Banshee	No	12	PCI	16-bit	NONE	£99.00	Techworks	
MAXI Gamer 3D2	Voodoo Banshee	No	12	PCI	16-bit	NONE	£139.99	Guillemot	0181 944 9000
Creative Labs Voodoo Blaster 2	Voodoo Banshee	No	12	PCI	16-bit	Unreal	£99	Creative Labs	01189 344322
STB Blackmagic 3D	Voodoo Banshee	No	12	PCI	16-bit	NONE	£139	STB Systems	01753 212600
Diamond Monster 3D II	Voodoo Banshee	No	12	PCI	16-bit	Incoming, Battlezone, Monster Truck Madness II	£119	Diamond	01189 444400
<b>VOODOO</b>									
Diamond Monster 3D	Voodoo	No	4	PCI	16-bit	Descent 2, EF 2000, Fatal Racing, Actua Soccer, Mechwarrior II, Hyperblade	£69	Diamond	01189 444400
MAXI Gamer 3D	Voodoo	No	4	PCI	16-bit	NONE	£49	Guillemot	0181 944 9000



# TEST CONCLUSIONS

Here's where we find out how the various chipsets performed in comparison to each other in our rigorous tests. We pick three clear winners and take a look ahead to see what the ever-changing world of 3D technology has in store for the dedicated PC gamer

All the cards performed well in *Forsaken*'s Direct3D tasks, particularly the Banshee and TNT cards, with the TNT taking a slight lead. Both churned out the required frames per second at a stunning rate at 1024x768, and even offered the ability to go higher. The Matrox and Hercules cards performed equally well at the lower resolutions, but when it came to 1024x768 the limited 8Mb of memory started to show, with the frame rates falling quite a bit. This, however, may become a problem at even lower resolutions, such as 800x600, with the staggering number of polygons and textures promised by tomorrow's games. The Voodoo2 cards should not be dismissed for their below average *Forsaken* results. Due to their lack of support for resolutions higher than 800x600, their results may

**"If you have fast a PII and want tomorrow's games in 32-bit colour at unbelievably high resolutions, the TNT is one hell of a card"**

seem low, but apart from that they did almost as well as the Banshee and TNT, as the SLI (link-up) results clearly show.

The *Quake II* scores are another story. Here the Voodoo2 cards reigned supreme. Untouched, they managed to out-perform all the other cards in both SLI and single mode. The only other card to come close to such performance was the TNT, which fell just short of a single Voodoo2 but it does have the ability to go higher than 800x600 while still pushing out those FPS. The Banshee cards performed well here too, although the lack of its big brother's (Voodoo2's) secondary texel engine was quite noticeable in the loss of frame rate. As for the S3 and the Matrox, their lack of polygon-crunching power became apparent, constantly showing frame rates of 20fps and below. While this frame rate may be just about acceptable today, future games will be more graphically intensive, and so the frame rate on these cards will drop further.

## A NICE PAIR

It seems to boil down to a battle between the nVidia RIVA TNT and the 3Dfx Voodoo2 and your own personal needs. To sum up: if you need access to your back catalogue of Glide games and the fastest 16-bit colour 3D at lower resolutions, or you have a

slower PC, the Voodoo2 route may be the one for you. However, if you've a fast PII and want tomorrow's games in 32-bit colour at unbelievably high resolutions, the TNT is one hell of a card. Then again, if money's no object you could opt for two Voodoo2s linked together. You'll only have 16-bit colour, but the sheer speed of these things more than makes up for that. The choice, as always, is yours.

## THE FUTURE

By the time you read this there may be two new kids on the block. Both promise to be Voodoo killers (a phrase we hear banded about all too often) and have, on paper, the specs to do just that.

ATI, whose Rage series of 3D chipsets have proved popular with PC and motherboard manufacturers alike, promise to bring us their new Rage 128 cards by Christmas. Sporting the fastest true 128-bit graphics engine and a whopping 32Mb of RAM, the Rage 128 should be faster than Ben Johnson at the 1984 Olympics, and it comes into its own at higher resolutions, leaving today's 16Mb superstars a fair few hurdles behind – or so ATI claim.

The other card worthy of note, and perhaps of your pennies, is the PowerVR Second Generation card. Running six months late due to the pressure upon the chip manufacturers to get their Dreamcast chips ready for Sega, we're assured that this too should be out in time for Santa's yearly road trip. And can having the same chips as the new Sega super-console in your PC be a bad thing? Well, with the Dreamcast using a specially modified version of the Windows 95 operating system and DirectX, this could open the gates for a torrent of cross-platform games. And which chipset do you suppose there'll be direct support for? You can be sure we'll be bringing you in-depth reviews of both these cards within the next couple of issues.

Also, to confuse things more, 3Dfx have announced Voodoo3, which they say will appear in March or April. It will allegedly be faster on its own than two Voodoo2 cards linked together. But who can guarantee that the Voodoo3 will appear on schedule? If your 3D card is under-performing, our advice is to act now and go for the best 3D card you can currently afford. Those who insist on having the latest cards as soon as they arrive should keep an eye on our TechHead column (see page 20) for news on the ever-changing world of 3D gaming technology. Happy gaming. [CZ]

## TEST WINNERS



### BEST BUDGET BUY MAXI Gamer Phoenix

If you're on a tight budget, MAXI's Banshee card offers a 2D/3D solution in one package, and for just under £100 you get the guaranteed compatibility with existing 3Dfx titles and three games, including the OEM version of *Half-Life*.



### BEST ALL-ROUNDER ELSA Erazor II

ELSA's TNT card is not only slightly faster than its rival TNT cards, but it's also cheaper. The card's 2D performance is good, but in 3D it excels, offering full OpenGL and Direct3D support and access to resolutions of up to 1600x1200. The two-game bundle is just the icing on the cake.



### BEST FOR SPEED Creative Labs Voodoo Blaster II

Creative Labs have created the classic gamer's card – a 3D only add-on offering the fastest 3D around coupled with a sub-£100 price tag. While offering resolutions of only up to 800x600, this is more than enough for most people's needs. And unlike most other Voodoo2 cards, Creative have included a full game in the shape of Epic's *Unreal*. Put simply: it's the discerning gamer's card of choice.





**Reviews** and ratings for 100s of top games

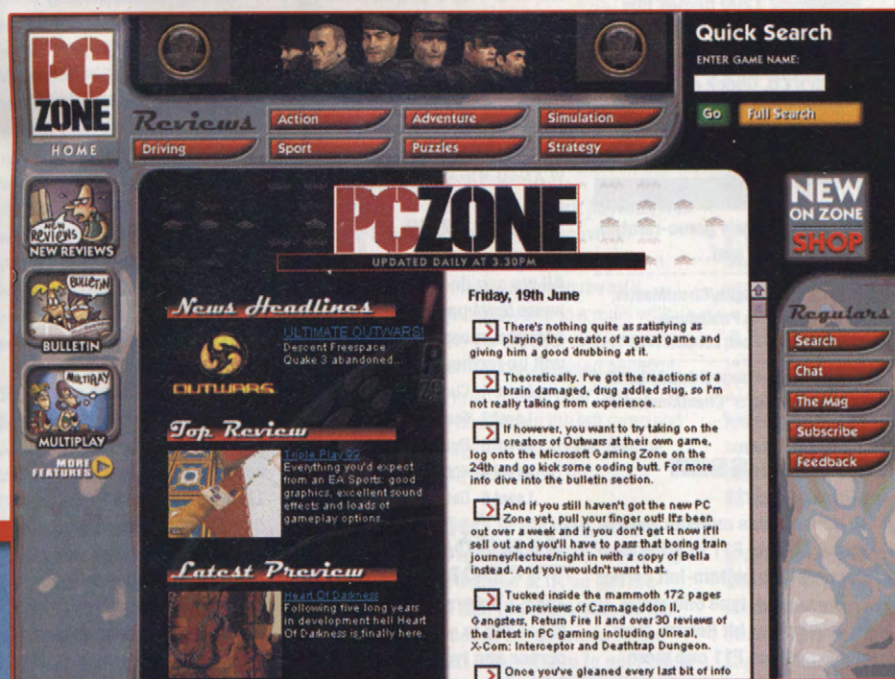


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**Hints and Tips** to perfect your gaming technique

# WARNING! Serious PC Games Zone



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**UPDATED  
DAILY AT  
3.30PM**



Stuck on a game? Tense, nervous headache? Those funny little spots come back? Cheer up – here comes the **PC ZONE** team, thundering into view atop their mighty chargers, all dressed like Lester Piggott...

#### IN TRUBS THIS MONTH...

##### 112 CHEATMASTER

If at first you don't succeed, cheat. Allow us to show you how it's done.

##### 113 DEAR KEITH

We know how frustrating it is to get stuck on a game – which is why Keith Pullin's here to provide the answers.

##### 114 POPULOUS III

Part 2 of our guide has a comprehensive walkthrough of worlds 13 to 25, plus top tips from the Bullfrog team.

##### 122 GRIM FANDANGO

Part 1 of our guide to LucasArts' classic gives you hints and tips on how to solve those pesky puzzles.

##### 126 HOW TO... GET AHEAD IN THE GAMES INDUSTRY

Discover how to get a job creating games.

##### 133 DEAR WAZZA

Need a hand with a technical query that's bugging you? Our tech-head Wazza is here to help.

##### 136 WATCHDOG

Not satisfied with the service you've received? Pissed off with being fobbed off? Allow **PC ZONE** to take up your case.

#### YOUR HOSTS



Warren Chrismas



Keith Pullin



Adam Phillips



Steve Hill

# CHEAT MASTER



All this cheating gives me a guilt complex. I won't cheat, I won't cheat, I WON'T CHEAT! Oh, go on then

★ CHEATMEISTER Keith Pullin



Half-Life: red, splattery earmuffs are all the rage this winter.

#### ON THE CD



#### ON THE CD

We've got over 1200 games tips and solutions squeezed onto this month's CD. Check out the Editorial section of your CD-ROM browser to track them down.

#### NEED HELP?

If your problem's game-related, get organised and...

**WRITE TO** Dear Keith/CheatMaster, **PC ZONE**, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ

**EMAIL** letters.pczone@dennis.co.uk with 'Dear Keith' or 'CheatMaster' in the subject line.

#### TRESPASSER

##### Electronic Arts

To activate this monster cheat, press Ctrl and F11 to bring up a cursor in the bottom-left corner of the screen, type one of the cheats below, hit Return, then press Ctrl and F11 one more time.

**gore 2** Extra gory mode  
**woo** Unlimited ammo for all weapons

**Bionic Woman** Move slower but jump higher

**Win** Shows the end sequence and credits

**Dinos** Freezes all dinosaurs, thus making easy targets

**loc** Display internal map co-ordinates

**bones** Display bounding volumes for all objects

**Tnext** Skip to the next objective or waypoint

★ There's also a level skip to try out: hold Ctrl+Shift+Q+W then release the W. A feast of levels is now yours.

#### WARGASM Infogrames

All we can do for now is offer some level passwords. Rest assured, more devious delights will be forthcoming soon.

Level 1 Cheese  
Level 2 Toast  
Level 3 Butties  
Level 4 Kebab  
Level 5 Gateaux

#### RAILROAD TYCOON 2 Take 2 Interactive

Press Tab to get the small cursor and type any of the following:

**BigfootGold** Win with gold victory  
**BigfootSilver** Win with silver victory  
**BigfootBronze** Win with bronze victory  
**Bigfoot** Victory  
**BoBo** Lose scenario  
**King of the hill** Drops \$100,000 into your account  
**Cattle futures** It's a bovine thang  
**Speed Racer** Doubles train speeds

**Powerball** Gives company \$100 million

**Slush fund** Gives company \$1 million

**Let me in** Allows access to all denied territories

**AMD103** Converts all engines to AMD-103's (does cost)

#### Show me the trains

Shows all engines

**Viagra** Swells your population

#### HALF-LIFE

##### Sierra

These cheats won't work unless you begin the game by clicking 'hl.exe-console'. You can do this by adding '-console' to the end of the *Half-Life* shortcut properties. Note that the 'GIVE' commands only work if you start the game with the extra '-dev-console' parameter. The god mode and the map cheats only work with the '-console' parameter. When you've done this you can access the console using the ~ key (surprise, surprise), and for the final cheat initialisation first type 'sv\_cheats 1' into the console.

/GOD god mode

/NOCLIP walk through walls  
/MAP xxxx go to level xxxx as follows (single-player):

Opening level: c0a0, c0a0a, c0a0b,

3.SNOX3U.WWW



c0a0c, c0a0d, c0a0e

**Level one:** c1a0, c1a0a, c1a0b, c1a0c, c1a0d, c1a0e, c1a1, c1a1a, c1a1b, c1a1c, c1a1d, c1a1f, c1a2, c1a2a, c1a2b, c1a2c, c1a2d, c1a3, c1a3a, c1a3b, c1a3c, c1a3d, c1a4, c1a4b, c1a4d, c1a4e, c1a4f, c1a4g, c1a4i, c1a4j, c1a4k

**Level two:** c2a1, c2a1a, c2a1b, c2a2, c2a2a, c2a2b1, c2a2b2, c2a2c, c2a2d, c2a2e, c2a2f, c2a2g, c2a2h, c2a3, c2a3a, c2a3b, c2a3c, c2a3d, c2a3e, c2a4, c2a4a, c2a4b, c2a4c, c2a4d, c2a4e, c2a4f, c2a4g, c2a5, c2a5a, c2a5b, c2a5c, c2a5d, c2a5e, c2a5f, c2a5g, c2a5w, c2a5x

**Level three:** c3a1, c3a1a, c3a1b, c3a2, c3a2a, c3a2b, c3a2c, c3a2d, c3a2e, c3a2f

**Level four:** c4a1, c4a1a, c4a1b, c4a1c, c4a1d, c4a1e, c4a1f, c4a2, c4a2a, c4a2b, c4a3

**Final level:** c5a1

**/MAP xxx as follows**

**(multiplayer/deathmatch):**

boot\_camp, bounce, datacore, lambda\_bunker, snark\_pit, stalkyard, subtransit, undertow

**/GIVE Type xxx as follows:**

**Items:** item\_airtank, item\_antidote, item\_battery, item\_healthkit, item\_longjump, item\_security, item\_sodacan, item\_suit

**Ammo:** ammo\_357, ammo\_9mmAR, ammo\_9mmbox, ammo\_9mmclip, ammo\_Argrenades, ammo\_buckshot, ammo\_crossbow, ammo\_egonclip, ammo\_gaussclip, ammo\_glockclip, ammo\_mp5clip, ammo\_mp5grenades, ammo\_rpgclip

**Weapons:** weapon\_357, weapon\_9mmAR, weapon\_egon, weapon\_9mmhandgun, weapon\_crossbow, weapon\_crowbar, weapon\_gauss, weapon\_glock, weapon\_handgrenade, weapon\_hornetgun, weapon\_mp5, weapon\_python, weapon\_rpg, weapon\_satchel, weapon\_shotgun, weapon\_snark, weapon\_tripmine, weapon\_quantumdestabilizer

## SIN

### Activation

Access the console by hitting that magic ~ key, then enter these codes:

**BigfootGold** Win with gold victory

**/health 999** Health 999

**/wuss** All weapons

**/superfuzz** God mode

**/nocollision** No clip mode

**/wallflower** No target

**/spawn rockets** Gives you rockets

**/spawn magnum** Gives you the Magnum

**/spawn shotgun** Gives you the shotgun

**/spawn assault rifle** Gives you the assault rifle

**/spawn rocketlauncher** Gives you the rocket launcher

**/spawn sniperrifle** Gives you the sniper rifle

**/spawn heligun** Drops the big gun from the chopper into your arms

**/spawn reactiveshields** Gives you a reactive shield

**/spawn coin** Gives you a quarter

**/spawn health** Gives you a health pack

**/spawn cookies** Gives you some cookies (mmm)

**/spawn lensflare** Weird light-effect

★ And if you want an extremely cool secret weapon, go to the console and type 'Give Thrallgun' and then bind it to an easily accessible key; for example: bind M 'use thrallgun'. It gives you two different firing modes which really kick ass.

## TOMB RAIDER III

### Eidos Interactive

We'll have some serious Lara cheats in our next issue (on sale Friday 12 February), but for now you'll have to make do with this. At the back of the

platform by the swimming pool in Lara's mansion is a switch. After pressing it, a cut-scene shows a wall revealing a lever. After you've pulled down the lever, quickly roll over, dash to the other side of the hall and do a sliding jump. Inside the next room is a collection of Lara's most treasured items, like the Dagger of Xian, and a pair of strap-on fake breasts.

## POWERSLIDE

### GT Interactive

Type these while you're playing. An icon appears at the top right of the screen.

**BOMB** Launches a bomb

**BURN** Briefly ignites a spot near your car

**GLIDER** Your car handles like a glider when airborne

**SLIPPER** Slippery surfaces

**STICKY** Sticky ground

**SPIDER** Car sticks to any surface

**ICBM** Car acts like a missile

**BLAST** Repels other cars

**TIMEWARP** Slows time for AI opponents

**TWISTER** AI cars get whipped around by an invisible tornado

**HOVER** Cars hover

**JUMP** Bounces your car several feet in the air

**LAUNCH** Hit 'A' to launch a car, 'Z' to move in the direction you're facing

**LIGHT** Lighter car

**LUNAR** Lunar gravity

**SLEEP** AI cars don't steer, they just accelerate

**SUCK** Cars gravitate towards each other

**WARP** Other cars swerve all over the track

## SWAT 2

### Sierra

During play type 'los' really fast to see all the hostages and villains, even if they're not in your line of sight.

## CARMAGEDDON II

### SCI

Want a head start? As soon as the race screen appears, hold down the wheel spin key while holding down the accelerator, then let go of the wheel spin key, keep standing on the accelerator and the starter yells: "Oi! You!" as you spin into the distance.

*Carmageddon II: road rage at its best.*



# DEAR KEITH

Spending another sad day leafing through your gaming problems is your host Keith Pullin

## HEXED

**Q** I recently bought *Hexen II* and I'm having a hard time with the Crystal Golem before *Famine's Domain*. I created the 'Lens of Seeing' and obtained the power to destroy the Crystal Golem, but the Golem is still immune to my attacks. Please help, I've tried everything and I'm determined not to use the level skip code. It's driving me nuts.

*Mark Savaris, Hull*

**A** Follow the path to the tombstone maker's shop and go upstairs. Flick a switch next to the bookcase to reveal a hidden passage. Follow this to a room with some imps. Take the left door and follow the hall to a room with a bloodstained pedestal. Step on this to open a grate near the guillotine, then head down the left ramp and through the teleporter. You should now be able to kill the Crystal Golem.

## HAUNTING PROBLEMS

**Q** I'm stuck in *Realms Of The Haunting*. I'm in the second act, I've got the artefact, been into the room with all the robot things, heard the demonic voice and now I don't know where to go. Please help me – I can't stand this any more.

*Paul Canavan (email)*

**A** The room with the "robot things" is what's important here. These guys keep regenerating until all four hand panels have been pressed. The two on the wall opposite the entrance are obvious. There's another in the room where the creatures spawn, and the final one is in the little side room, but can only be accessed after the others have been activated. After they've all been activated the

creatures disappear and you can read the writing on the wall and use the teleport pad to take you onwards.

## LARA'S HIDDEN PASSAGE

**Q** How can I find the bonus level in *Tomb Raider III*? I've completed the entire game and I can't find it anywhere. Giz a hint.

*Ian Benson, Bournemouth*

**A** Okay then, here's a hint: find all 59 secrets and make sure you finish the game with full health. That's your lot.

## A TITANIC STRUGGLE

**Q** I'm well and truly stuck on *Titanic - Adventure Out Of Time*. I'd like to know how to get the notebook. If it's something to do with going down the smokestack, Vlad always knocks me out, so how do I get it?

*Matthew, Norfolk*

**A** It's nothing to do with the stack – you have to disarm the suitcase bomb. Set the middle switch to position three. Set the left switch to position two. Wait for the timer to stop ringing, then set the left switch back to position three to deactivate the key box. Open the box and remove the cabin key. Set the right switch to position three, disabling the latch contacts. Zoom out from the bomb, move two screens right, once forward, and once left and pick up the notebook from the bed. Okay?

## MISSION IMPASSABLE

**Q** I have recently got hold of a copy of *Carmageddon II* and I'm finding the missions at the end of each episode a

complete bitch to finish. Can you give me any tips or cheats on how to get through them?

*Phil Horton (email)*

**A** Paul McCarthy from Cardiff offers this solution: edit the DATA file for the relevant mission. For example, where it says "MISSION: EYE OF THE BEAVER", change the line '360,300,260' to '860,800,760' and this should give you about 15 minutes to complete the mission. Thank Paul, not me.

## CANCER OF THE COLONY

**Q** I made the mistake of buying *Dark Colony*, which I find impossible. I'm stuck on level three. Do you have any cheats?

*Michael Purser, Wendover*

**A** In the chat bar, type: 'SLAG NET' to see the whole map, or 'WE NEED EQUIPMENT' to get 10,000 Petra. If you're in a multiplayer game, everyone gets the dosh.

## BREACHING THE STROGGHOLD

**Q** On *Quake II*, in the lower mines, I've killed the Strogg next to the laser and activated the laser but all I get is a red beam – nothing else happens. What am I doing wrong? Is there something up with my game?

*Lee Glendinning (email)*

**A** Nah, there's nothing wrong with your game – I was stuck in exactly the same place. All you have to do is jump on the pressure pads on each side of the cavern and you're whisked to the final showdown.



# POPULOUS: THE BEGINNING

## STRATEGY GUIDE PART 2

Delivering the concluding episode of a shaman's uphill struggle to survive is **Keith Pullin**

REVIEWED PCZ #70 SCORE 92%

**T**he final part of our guide provides a walkthrough for the last 13 planets. We also take a look at 'guest' spells, multiplayer strategies and some excellent cheats. Finally, there's some advice straight from the Bullfrog team. What more could you possibly want?

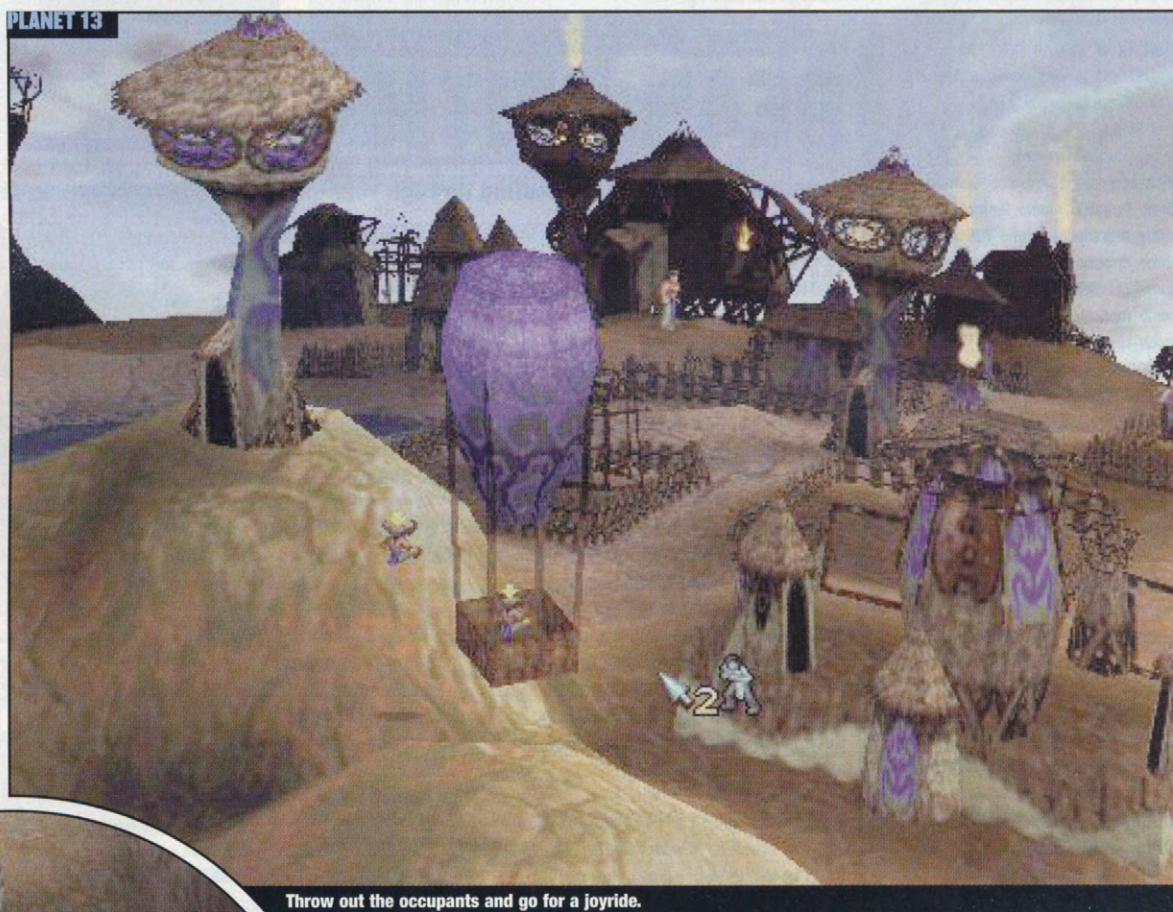
### PLANET 13

#### AERIAL BOMBARDMENT

Your main opposition comes from yellow balloons. Warriors are useless against these high-altitude attacks, so place fire warriors in guard towers, then use the shaman to zap the balloon occupants with lightning. When they are empty, steal them and attack the other tribes.

There are three stone heads on this world. Two are within easy reach of your followers. The first, and closest to your reincarnation site, has a single-shot volcano spell.

The enemy shaman



Throw out the occupants and go for a joyride.

frazzles any of your followers who try to worship this stone, so proceed with extreme caution. The second head, near the green Vault of Knowledge (VoK), contains three shield spells. The last, on a separate island, contains a firestorm spell.

One of the VoKs should look something like this.

### PLANET 14

#### ATTACKED FROM ALL SIDES

You start this world with little land to build on and three tribes attacking. The yellow tribe, camped on an island away from the other tribes, launch ocean assaults. The red tribe, camped beyond the mountains, send spies and raiding parties. And the green

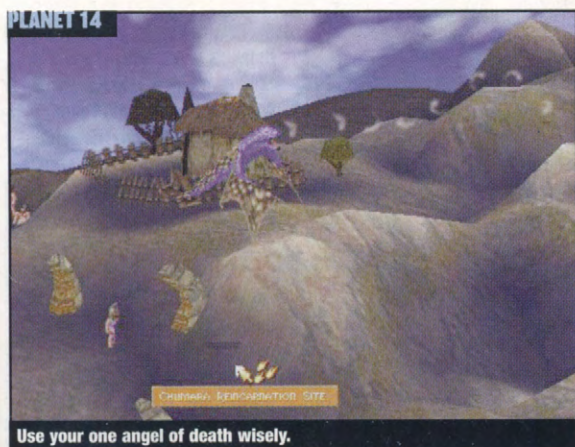
tribe, on the plateau above, rain spells down upon you. Force their shaman away from the cliffs to stop this.

The red tribe guard a VoK containing the firestorm spell. Also, near their settlement is a stone head with a single-shot earthquake spell. The green tribe's VoK hides the flatten spell, and a stone head on the beach near their settlement contains the

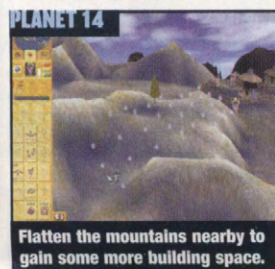


PLANET 13





Use your one angel of death wisely.



Flatten the mountains nearby to gain some more building space.

angel of death. The yellow tribe guard a VoK containing the shield spell.

You must assert yourself quickly in this world, or you won't last five minutes. Attack the reds first – their incessant raids are a nuisance but, more importantly, they guard the firestorm spell, a most desirable weapon. Hold back the yellow tribe with preachers and fire warriors in guard towers. The green tribe can't reach you, so they pose little threat, but their sporadic lightning attacks can be annoying. Use the angel of death on this lot, which keeps them occupied while you concentrate on more pressing matters.

## PLANET 15 INCARCERATED

This third 'special' world sees our shaman bang to rights, spell-less and helpless. She must escape her prison before time runs out.

Once your population is growing steadily, send three or four braves to build boats. Fill a boat with warriors and sail them to the three guard towers guarding the entrance to the enemy island. Touch down near one of the side towers and send your warriors to attack. The enemy fire warrior inside blasts your men, but they can take it. Eventually, they dismantle the towers. Put your warriors back in the boat and repeat this tactic on the other two towers. Once completed, sail them into the little bay just inside enemy territory and wait.



Use warriors to take out the towers first.



Sail an army over to free the shaman...

## PLANET 16

### BLOODLUST

Bloodlust is a 'guest' spell, available only on this world and found within two stone heads. The first head is near the borders of your territory, the second is by the green settlement and is better because it contains infinite shots. The head on the island in the middle of a lake contains an angel of death spell.

Set up guards quickly to protect against the red and yellow tribes. Use high land to build more solid defences. Both yellow and green use balloons, so fire warriors should be used in abundance. Casting swamp in front of enemy settlements provides a cunning defence too.

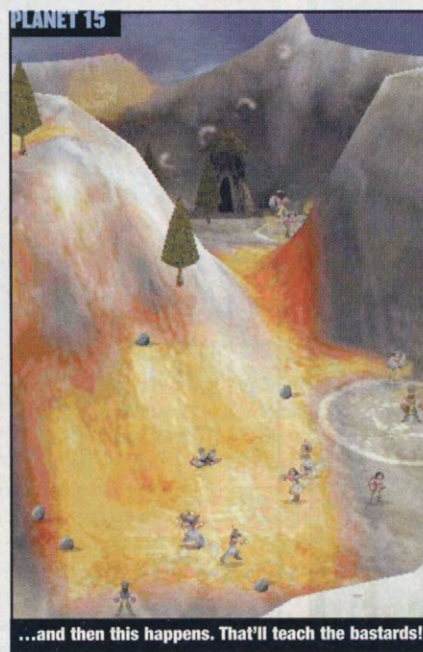
## PLANET 17

### MIDDLE GROUND

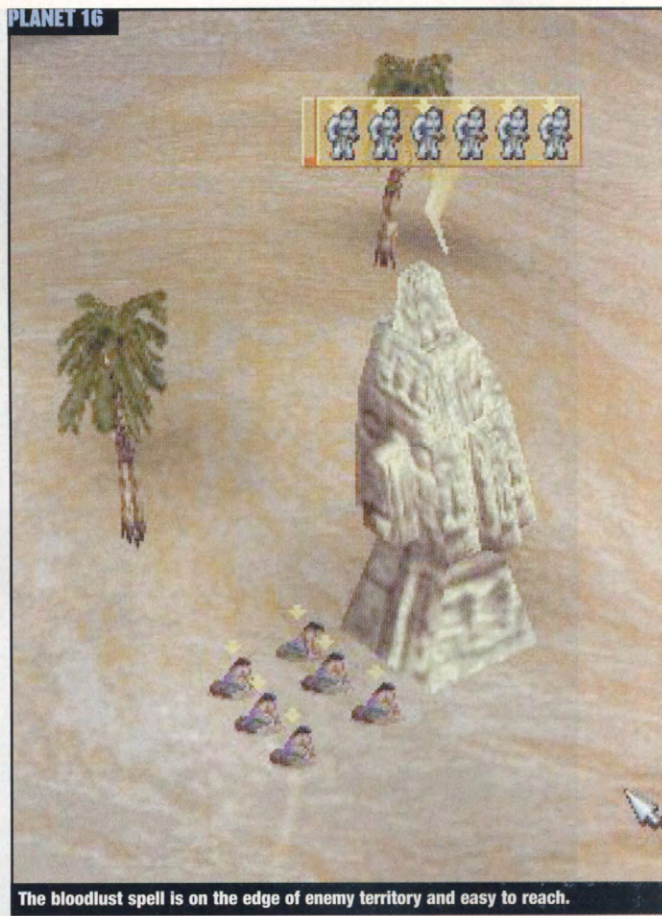
The armageddon spell is in the stone head in the centre of the island. Unfortunately, three other tribes are vying for the same prize, and they've already built their settlements – tricky. But all is not lost. These tribes are intent on scrapping among themselves,



An everyday village, just like yours or mine...



...and then this happens. That'll teach the bastards!



The bloodlust spell is on the edge of enemy territory and easy to reach.

and thus slow each other down.

A cunning trick is to cast swamp on the stone head to swallow any enemy followers who attempt to worship there. You can also use erode to estrange yourself from the enemy.

Finally, only cast armageddon when you are sure of victory. Train as many warriors as possible beforehand to give you the best chance in the arena.



PLANET 17  
Casting swamp around a head stops enemy followers from worshipping there.

## PLANET 18 HEAD HUNTER

There are three stone heads on this world, each guarded by a different tribe. The nearest head is guarded by the red tribe and contains an armageddon spell. The yellow and green tribes each guard a single volcano spell.



## ← PLANET 18



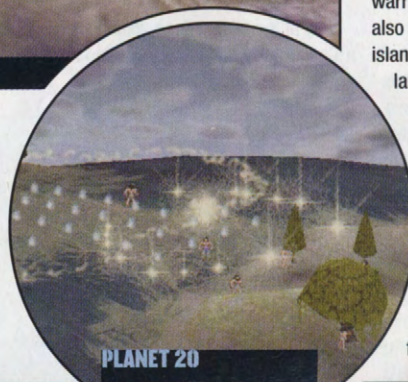
Hypnotise the enemy to give you room to pray at the armageddon head.

Initially, the adjacent reds pose the biggest threat. The yellow and green tribes use boats to attack, and the green tribe even have the audacity to use landbridge to invade near your reincarnation site. They could do this at any time, so stay alert. Ultimately, armageddon is the way to victory.

## PLANET 19 UNLIKELY ALLIES

On this world, you are allied with the yellow tribe. The red tribe soon begin attacking your buddies and it's up to you to protect them. If they are destroyed, you lose.

Because of the lack of land, you must use landbridge to create more. Erect a guard tower by your reincarnation site, go inside, and cast landbridge to the yellow base. The shaman can then wander over to help.



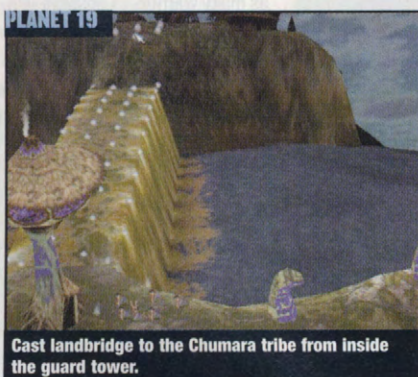
PLANET 20  
Cast landbridge to as many islands as possible and convert the natives.

Swamp can be a useful defence, giving both of you a fighting chance. There is also a spot at the other end of your island where the red tribe can landbridge over, so make sure you have patrols set up to watch this area.

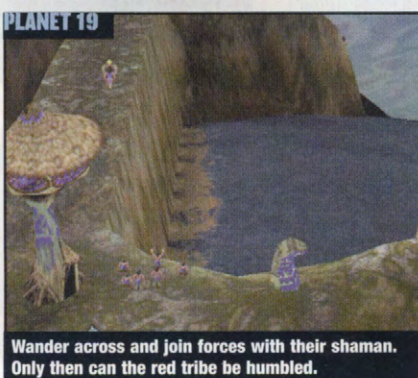
Two stone heads populate this world. The first is at the opposite end of your island and contains three teleport spells. This spell is limitless and teleports the shaman absolutely anywhere she wants to go. The second is at the end of the red village and contains a volcano spell which, when cast, sets off the dormant volcano, damaging the red tribe's settlement.

## PLANET 20 ARCHIPELAGO

Yet again, use landbridge to exploit the islands and expand territory. The red tribe guards a VoK containing the angel of death spell. This can be reached quite easily by heading past some fire warriors in guard towers. There is also a stone head on another island, which contains a landbridge spell. Set this off and another stone head appears elsewhere containing a flatten spell. Other stone heads in the chain grant you single-shot firestorm (unfortunately, this also casts a firestorm around the head, killing nearby followers) and volcano spells.



Cast landbridge to the Chumara tribe from inside the guard tower.



Wander across and join forces with their shaman. Only then can the red tribe be humbled.



Casting a swamp over the entrance to a base can be an excellent tactic.





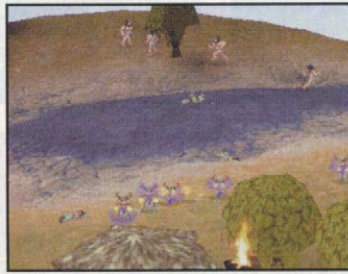
## CLOUDY WITH SUNNY SPELLS

Last month, we gave you the first eight spells. Here are the rest, including 'guest' and multiplayer-only spells



### TORNADO

Tornadoes are powerful but unpredictable. To ensure you destroy at least one target, cast it on a specific building – there's a chance others will go as well. Good against armies, too.



### SHIELD

Cover followers with shield when attacking enemy settlements – but remember it doesn't last long, and any spell fired on a shielded follower is bounced back to the enemy.



### FLATTEN

Similar to the landbridge spell and can be used to the same land-flattening ends. Not only does it flatten land around the point where it's cast, it can also lower land into the sea.



### EARTHQUAKE

This is most effective on high ground, where both the lava and the ruptured ground can cause problems. The pre-shocks can also destroy buildings in the immediate vicinity.



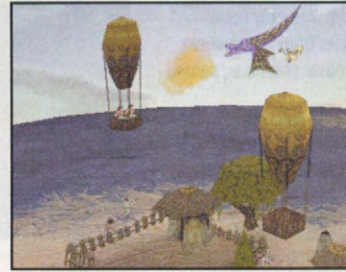
### ERODE

A very useful spell against high ground and coastal settlements. If cast on high slopes, the land sinks and tumbles into the valley. If cast on the coast, both land and buildings melt into the sea.



### FIRESTORM

Casts a shower of meteors onto the target. If it is cast in a heavily populated area, it destroys any buildings and enemy followers who stray into its range.



### ANGEL OF DEATH

These scour the world looking for enemy followers. When they find one, they swoop down and eat the unfortunate individual. Angels are difficult to kill and have long lifespans.



### VOLCANO

What can we say? Volcano is the most evil spell in the game. Cast this at the heart of an enemy settlement for maximum effect. If one is cast upon you, evacuate your followers sharpish.



Mrs Shaman tries out for Toto Coelo.

## GUEST SPELLS

Guest spells do not have permanent icons on the Spells panel. This is because they are hugely powerful and would upset the balance of the game. They are also more suited to multiplayer games

### TELEPORT

Very useful, the teleport spell can be cast anywhere on the world to transport the shaman to a predesignated point.



### BLOODLUST

Bloodlust turns your followers into murderous savages. It makes them stronger and faster, and generally a lot more dangerous.



### ARMAGEDDON

Armageddon is a very traditional Populous spell. Each player's followers are transported to an arena where they fight for world domination.

## O! GEROFF MY WORLD

The multiplayer game contains a number of tricks to learn: maps are often symmetrical, so you can guess where the enemies are lurking if the world is fogged

A useful trick is to build your spy-training hut early, train some spies and then dismantle it. Hopefully your opponents won't realise you have the ability to sabotage their settlements.



Nip in and sabotage enemy settlements.

### FORGE WORLD

This is an optional feature giving you the chance to alter the landscape before the level begins. First look at the land around the site and use the flatten spells to make room for your settlements. Then, around the perimeter, raise the land into small hills and construct guard towers at their summits. When the timer reaches about five, cast

the wildmen spell on the reincarnation site. When the level begins, any wildmen caught inside the reincarnation site are automatically converted to your tribe.

### GHOST ARMY

Ghost army is a multiplayer-only spell that creates six ghost followers. Use them to create a decoy army while your real army is attacking from the other direction. Ghost shamans are especially useful for confusing the enemy.



At first, the red tribe attack by water. To avoid this, cast landbridge to their island, forcing them to attack you over land through a narrow corridor. You can then guard this corridor with fire warriors and swamps.

## PLANET 21

### FRACTURED EARTH

This world is very unstable, and volcanoes erupt frequently. Close unstable fissures by casting flatten spells over them. The totem pole near your reincarnation site actually closes one of these fissures for you, which helps because the reds are volcano crazy and create them from the start. The volcano VoK is away from the reds' main settlement and therefore vulnerable, so go for it early. The stone head at the opposite end of the island contains two erode spells.

The landscape is barren and hard to navigate. The red tribe prefer to attack by balloon and come in from the sea behind you. Also watch out for raiding parties from the small settlement next to the VoK.



These are the geysers you've got to watch out for.



Obelisks are your only friends on this level. No sign of Asterix.

## PLANET 22

### SOLO

The final 'special' world is a lone shaman suicide run. It's a nightmare, so save often. The three obelisks are the keys – they grant you full mana and spells. The first is near the start, the second on an island near the first, and the green tribe guards the third. But remember: because you have no followers, you cannot charge mana. You only have what you gain from the obelisks and killing other shamans, so use it wisely.

When you defeat the red tribe, grab the boat by their boathouse and sail to the yellow settlement. Use the balloon to reach green territory. An angel of death can be very effective on this level.



Cause some extra havoc in balloons if they come your way.



Board this conveniently placed boat and sail into a new fight.



Make a cosy nest for your followers with plenty of towers.

## PLANET 23

### INFERNO

It's a three-pronged attack again! At least you have plenty of space to build upon, and don't be shy about creating even more with landbridge. Use small hills to create impassable walls and cut



## PLANET 24

All the other tribes start with massive bases – a guardian angel is essential.

off the green tribe. The stone head contains three firestorm spells, but since you already have that spell you might as well cast swamp around it to trap the reds. The yellow tribe is lurking on an island, so they use boats and balloons to reach you.

## PLANET 24

### JOURNEY'S END

All four tribes take to the stage for the ultimate battle. First order of the day is survival, so seal yourself in nice and tight by setting up some perimeter towers to block off the entrances to your island, then get those huts producing. After that, use pretty much every tactic going. Speed is the essence here, and if you can bring an angel of death into the fray, all the better. This is the final showdown – there's nothing more to say.

## PLANET 25

### THE BEGINNING

Wow! A final secret world. Go and enjoy yourself – IMMORTAL! [P2]



PLANET 23  
This is where the story ends.

## CHEATS

Press Tab and F11 together to bring up a text box, then type 'BYRNE' to activate cheat. Now press the following:

Byrne Baby Byrne.



- TAB+F1 More mana
- TAB+F2 Spells don't use up mana
- TAB+F3 All spells
- TAB+F4 All buildings
- TAB+F5 Maximum mana

## TOP TIPS FROM THE TEAM

And finally, here's the Bullfrog team to give you their own personal hints

### Richard Leinfellner

"Busy people are happy people, and happy people give you mana."

### Stuart Whyte

"Use invisible warriors to sneak in and kill the enemy shaman."

### Alan Wright

"Look out for any advancing armies, and cast swamp on them to reduce their numbers."

### Steve Leney

"Put preachers in guard towers – they are better-protected and gather up stray enemy followers."

### Gary Stead

"Use high ground to your advantage. Spells have a much greater range when cast from hills."

### Michael Willis

"Landbridge everywhere."

### Ben Deane

"Steal enemy boats and balloons."

### Pete Blow

"Hypnotise enemy followers and send them to your preachers."

### Rajan Tande

"Deceive the enemy and make them waste their spells on a ghost army."

### David Bryson

"Don't waste your mana, and keep your spells charging."

### Wayne Frost

"Cast swarm near swamps so the enemy panic and run into them."

### Dan Riley

"Never cut down all your trees – you'll run out of wood."

### Mark Pitcher

"Build huts, huts and more huts to increase your mana flow."

### Alex Godsill

"Cast lightning on enemy guard towers and use invisible shielded spies."

### Ken Malcolm

"Shielded fire warriors in balloons can cause massive devastation."

### Alex Cullum

"Cast landbridge from high peak

to high peak to create impassable walls."

### Lawrence Doyle

"Use invisible shielded preachers to infiltrate the enemy settlements."

### Jon Rennie

"Kill any enemy shaman you see to gain a quarter of their mana every time."



You can't go far wrong with invisible shielded fire warriors.



This is what you can achieve if you use your mana correctly.



# full.monty@demon

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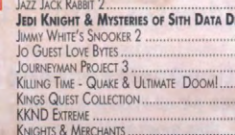
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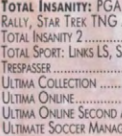
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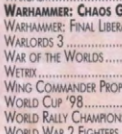
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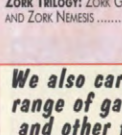
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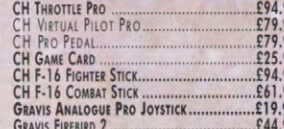
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**PCY(2)**

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# GRIM FANDANGO

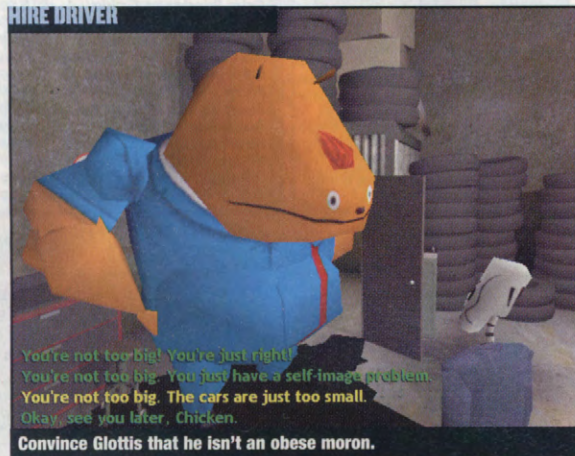
## WALKTHROUGH — PART 1

Let *Steve Hill* take you by the hand and lead you through the streets of El Marrow and Rubacava. He'll show you something that'll make you understand

★ REVIEWED PCZ #71 SCORE 90%

**E**ssentially, *Grim Fandango* is a puzzle. In fact it's loads of puzzles stuck together with LucasArts' special adventure glue. Due to the non-linear nature of the game, these puzzles can be completed in various orders, and many of them can also be worked on simultaneously. Here we present the bare facts. It's up to you to decide.

### HIRE DRIVER



### REAP SOUL



### JAM DOOR OPEN



### YEAR ONE

#### HIRE DRIVER

No great shakes, simply go down to the garage and talk to Glottis. Convince him that he's not really too big, it's just that the cars are too small.

#### FAKE WORK ORDER

Leave the building and investigate the nearby alley. Climb up the rope and into Don Copal's office. Change his answer machine to "Just sign it yourself!" then present Eva with the work order. She signs it, Bob's your uncle, and Glottis is your driver.



④ Change the answer machine to get the work order signed.

#### REAP SOUL

Don't fear the reaper. Simply get out your scythe, open that cocoon and reap that soul.

#### INTERCEPT MESSAGE



#### OPEN TUBE ROOM

Stroll down to the festival and ask the clown for two dead worms. Take the uninflated balloons to the packing room and fill one with light material and one with dark — it's a bit like Araldite. Go up to your office and send them both down the tube. This gunks up the switcher, and the repair man appears.



④ Fill the two balloons with packing material.

#### JAM DOOR OPEN

Simply flip the deadlock while the door is open — it won't close properly and you can get in.

#### INTERCEPT MESSAGE

Pick up the deck of cards from your office. Use Eva's hole punch on one of the cards, then insert it into the red tube to read the message.

#### ESCAPE SHED

Bang on the door until someone appears. Explain to the guard — who is actually Salvador Limones — that you hate your job and that you plan to take down the company.



④ Escape from the shed by badmouthing the DOD.

#### REPLICATE TEETH

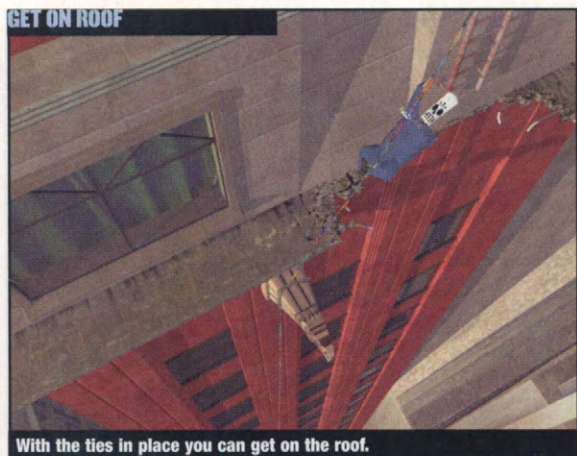
Go to Domino's office and get his gumshield by using his punchball. Go back to the shed and fill it with Fil-A-Dent from the machine. Now put the gumshield in your mouth and take the cast to the LSA headquarters.



④ Domino's punchball causes his gumshield to fall to the floor.



# GET ON ROOF



With the ties in place you can get on the roof.

# GET ON ROOF

Steal a hunk of coral from Domino's drawer. Tie it to the loose end of the rope of ties and then toss the impromptu grappling hook on to the ladder. Climb up.

# GET TO EGGS

Get any inflated balloon from the clown, and while you're there steal a loaf of bread. On the roof, bury the balloon in the bread at the birds' feeding hole. Wait for them to fall for your cunning plan then steal their eggs. Take them to the LSA.

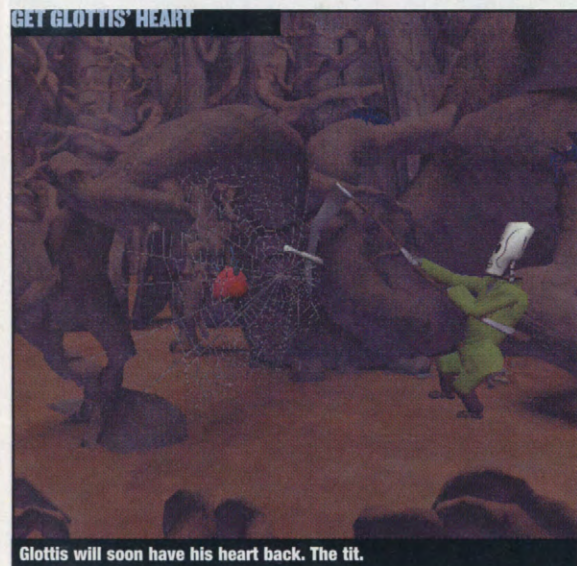


The balloon bursts, frightening the birds.

# GET GLOTTIS' HEART

Pick up a bone from the pile and throw it into the web. Hook your scythe on to it and let it snap back. Put the heart back in Glottis'

# GET GLOTTIS' HEART



Glottis will soon have his heart back. The tit.

chest. Please note: this is not a documentary.

# GET SIGNPOST

When he is revived, Glottis accidentally drives into the signpost, thus dislodging it. Pick it up and stagger around aimlessly for a bit.

# FIND WAY OUT

Experiment with planting the signpost in the clearing. Follow its directions until it points directly into the ground. Walk or drive through the trapdoor and take the key to the dam.

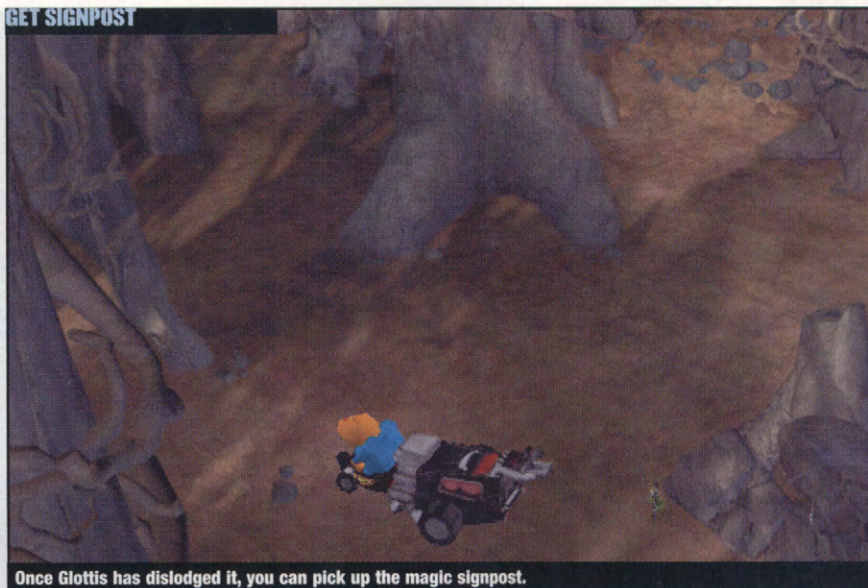


The sign points downwards when correctly positioned.

# GET SHOCKS

Change the pattern of the pumps by moving the wheelbarrow on to specific tubes. Get the pumps on each side to pump together. Wait for Glottis to climb up, then flip the switch.

# GET SIGNPOST



Once Glottis has dislodged it, you can pick up the magic signpost.

# BEAVERS

Shank a left to the rocky outcrop. Throw a bone into the river. As a beaver jumps to retrieve it, spray the mutha with the fire extinguisher. Repeat the process as necessary. If you need more bones, you can find them back at the spider's web.



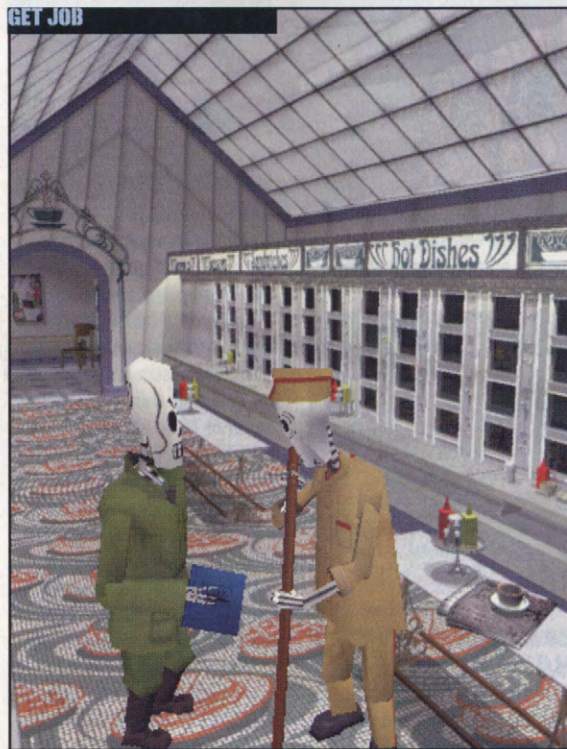
Douse the flaming beavers with the fire extinguisher.

# GET JOB

After chatting with Celso, you need to talk to Velasco, who you meet after wandering off the ledge and falling into the water. Discuss Celso's wife, take the logbook, show it to Celso, and then take his job. It's the least you can do.



# GET JOB



Show Celso the logbook, then take his job.

# GET SHOCKS



Flip the lever to get the shocks.



## GET METAL DETECTOR



Drink the gold flake liqueur to set off the alarm.



## YEAR TWO

Things have moved on slightly, but there's still no sign of Meche. Walk out of the café and down the stairs, triggering a cut-scene. Exhaust all conversational options with Velasco and you should have some idea of exactly what you need. Here's how you do it...

## GET SEDATIVE

At the casino, talk to Chowchilla Charlie about counterfeiting a union card. Take his VIP pass, go to the High Rollers Club and take a turkey baster from the kitchen. Go to the kitchen of The Blue Casket and use the baster to suck up some hookah water from the sink.



① Pick up this useful turkey baster.

## SLIP SEDATIVE TO NARANJA

Go to the scrimshaw parlour. Open the fridge door and jam it with the lettuce crisper. This creates a distraction, enabling you to poison Naranja's bottle of liquor.

## SLIP SEDATIVE TO NARANJA



Pull out the lettuce crisper and use it to jam the fridge door open.

## FAKE NARANJA'S DEATH

Remove Naranja's dog tag. Go to the morgue and place it on a corpse.



① Toss the dog tag on to one of the corpses.

## GET METAL DETECTOR

This being an adventure game, you can't simply point out the blatantly obvious. You need a metal detector, specifically the one Carla is wielding at the Land Of The Living security gate. Get the gold flake liqueur from your bar, drink it and attempt to walk through the security gate. Keep pressing Carla about the metal detector until she flings it out of the window and into the giant kitty litter tray. Find it by waving your scythe over the turds until you hear a beep. Back at the morgue, give the metal detector to Membrillo.

## START STRIKE

To get the Sea Bees to lay down their tools, you must help them to strike. Pick up Salvador's letters from the desk near the mirror in

## DECODE LENGUA



Give the tile to Lupe, the cloakroom attendant.

the café's office. Go to The Blue Casket and show them to the beatniks. They're so impressed that they lend you their commie book, which you can then give to Terry at the dock, enabling him to motivate the proletariat into action. Unfortunately, however, he is arrested.



① Show the beatniks Salvador's letters, then borrow their book.

## FIND LOLA

You need a lawyer for Terry, so talk to Nick Virago at the High Rollers Lounge. Attempt to blackmail him over his affair. When he nips off to talk to Maximillian, steal his cigarette case. It contains a key which you need. Give the case to Carla and tell her it's a bomb.

## FIND LOLA



Talk to Nick Virago in the High Rollers Club.

## DECODE LENGUA

The key opens the door to the lighthouse. Climb to the top of the lighthouse and you find Lola. She leaves you a tile, which is used in Lupe's coat-checking system. Swap the tile for Lola's coat. Rummage through the pockets to find a piece of paper that mentions a rusty anchor.

## FIND RUSTY ANCHOR

Take the slip of paper to Todo, the scrimshaw artist. He recognises it as one of his designs. He looks in his binder and gives you a photo that Lola has hidden there.



① Show the slip of paper to Todo, the scrimshaw artist.

## IDENTIFY PHOTO

It's a photo finish shot from the kitty track. If you've been paying attention, you realise that the blimp signifies that it's week two of the season. Everyone is wearing kitty hats, so it must be Tuesday, and it clearly says week six on the photo. Enter these details into Charlie Chowchilla's fake ticket-printing machine and give the ticket to the 'good' Doug at the photo finish booth. He gives you the photo of Nick and Olivia kissing. Show the incriminating photo to Nick and he gets Terry out of jail, who then gets the Sea Bees to lay down their tools. Thank Christ for that.



① It's race number six, week two, and a Tuesday. Obviously.



## OPEN CASK



Open the cask with the can opener, then hop in.

## BRING GLOTTIS TO THE TRACK

As well as being a drunkard and a dullard, Glottis is a compulsive gambler. While he's tinkling the ivories, simply mention the VIP pass and he'll be at the track before you can say "Monmore, hare's running".



① Mention the VIP pass and you won't see Glottis for betting slips.

## EMPTY CASK

You need to get into the cask, but it's full of wine. If you try and drain it, Raoul appears. When he goes into the pantry, shut the doors behind him and stick the scythe in the handles. He throws a tantrum and is rendered unconscious by a can falling on his head.

## OPEN CASK

At the kitty litter tray there's a giant electric can opener. Use it on the wine cask and climb inside. Glottis wants more wine, so he comes into the kitchen and frees Raoul, who orders Aitor to take the empty cask down to the wine cellar.

## EMPTY CASK



Shut Raoul in the pantry using the scythe.

## STOP ELEVATOR

Get in the forklift and drive it into the elevator. Pressing the button takes you to the High Rollers kitchen, but on the way you should notice a secret floor. On the way up, if you drive the forklift forward the blades catch on the roof of the secret floor, bringing the elevator to a halt.

## GET TO SECRET FLOOR

The elevator is stopped but there's no way through. A lever on the side of the forklift operates the blades. If you raise them, you can get to the secret floor. Walk

## STOP ELEVATOR



Get in the forklift and drive.

down to the end of the hallway where you find a suitcase. Try and leave the High Rollers Club and you come across Charlie Chowchilla, who finally gives you a union card.

## GET GLOTTIS OUT

To board the ship, you need to stop Glottis gambling. At the High Rollers Club, find Maximino's office and talk to him about Glottis and his problem. It transpires that Glottis is gambling using credit secured on the Calavera café, and that Maximino is prepared to let him do so while his credit is good. You therefore need to close down the café. Go to the café office, and operate the dodgy roulette machine. The chief of police doesn't take too kindly to losing, and orders the club to be raided.

The café is closed down, so Glottis has no credit and is thrown out of the High Rollers Club. Everything is in place and a life on the high seas beckons. [E2]



④ Fix the roulette to upset the chief of police, who shuts down the casino.

⑤ Tune in next month to discover what fate awaits Manny Calavera and his trusty sidekick Glottis in the second and final instalment of our Grim Fandango walkthrough, coming to you in the next issue of PC ZONE, on sale Friday 12 February.

## GET TO SECRET FLOOR



Pull lever to operate the forklift blades, gaining access to the secret floor.



HOW TO...

# GET AHEAD IN THE GAMES INDUSTRY

Got a game idea? So does every gamer on the planet. Do you actually want to turn that idea into a reality? Well, here's how it's done...

Report Adam Phillips

**WIN!**  
**A JOB**  
IN THE GAMES INDUSTRY  
SEE PAGE 130

## CASE STUDIES

*There's nowt wrong with learning how to get your foot in the game industry's door but, for a real taste of what it takes to succeed, PC ZONE profiles two top-selling games and what it took to bring them to your screen*

### CASE STUDY #1:

**"Never mind the polygons – what about concentrating on gameplay for once?"**

#### GRAND THEFT AUTO

**Company:** DMA

**Publisher:** BMG (now part of Take 2)

**Overview:** A driving game with a twist, *GTA*'s unique mix of cop shooting, pimping and carjacking was met with a thumbs-up

from the gaming press and punters alike. The tabloids' sensationalist editorials only served to boost sales and establish the game not only as a classic, but a 'video game nasty' to boot. Bless.

#### The idea

"The original idea was for the player to take on the role of an unconventional cop – a *Dirty Harry* type of guy. Trouble was, though, if you played a cop then we had to penalise you for breaking the law

excessively. This tended to stop you from playing the game with as much abandon as you would otherwise. We threw caution to the wind and decided to try the criminal approach instead. It worked."

Brian Baglow (writer, propaganda)

#### Getting it off the ground

"The initial idea was little more than a two-page concept document. After being approved by BMG (publishers), a more detailed proposal was produced."

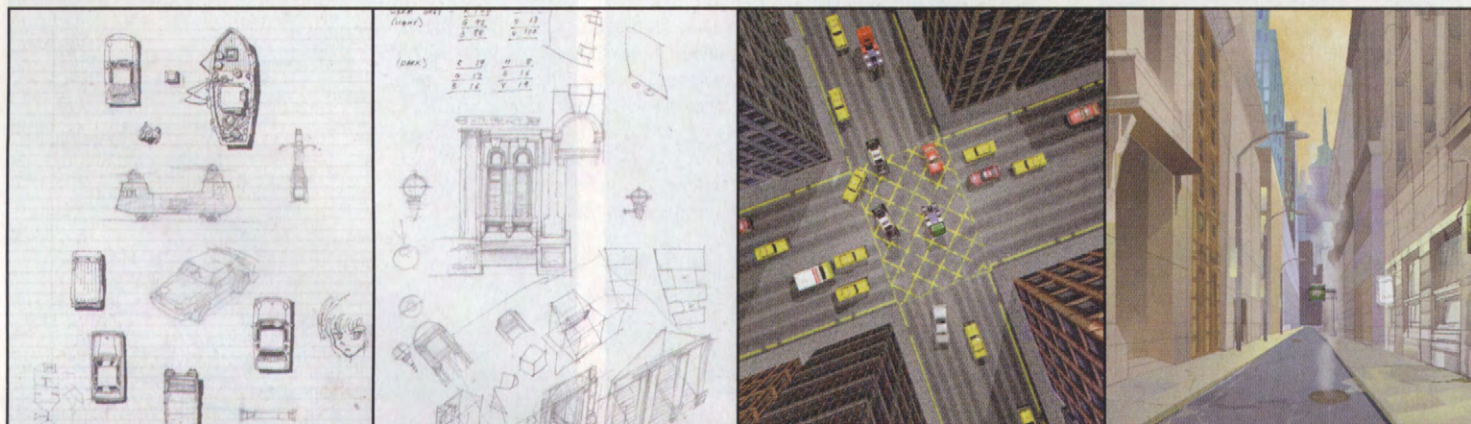
Brian Baglow

The cars all had to handle properly, the route finding and AI had to be implemented, and the pedestrian collision had to be created. One of the nice things about *GTA* were the evenings we spent watching *Bullit*, *The Blues Brothers*, *Dirty Harry*, *The Italian Job*, *Vanishing Point*, *The Driver*, James Bond films, *Death Race 2000* and, of course, the XXX-rated imported version of *Titanic* – *Tit-panic*."

Brian Baglow

#### Graphics

"To get the look of the game, films, travel guides and generally ill-informed European impressions of America formed the basis of our research. We weren't



Examples of the initial designs used to flesh out the team's ideas – from the cars and overhead view through to the look of the architecture.



“could do better than this,” cries the hacked-off punter playing a sorry-assed excuse for a game that they just paid £40 for. Maybe they could, maybe they couldn’t – like any industry, though, getting your foot in the door can be as difficult as creating that critically and publicly acclaimed game itself.

PC ZONE thought it was high time to talk to the experts who work on both sides of the fence – the developers who create the games and the publishers who sell them – to find out what it takes to launch yourself into today’s multi-million dollar gaming industry. After reading this article, you should know if you have what it takes...

## THE DEVELOPER

Let’s get the disillusionment out of the way first – it’s not like Hollywood. Yes, you can have the Ferrari, the Penthouse/Playgirl Pet clone and a cocaine habit the size of Nebraska if you make it big in the games business. The trouble is, unlike the solitary screenwriter who gets a huge payout from a studio for his screenplay, instances of a bloke walking up to a games company with a brilliant idea and selling it for a fat cheque plus royalties rarely occur in the games industry.

Peter Molyneux is seen by many as the godfather of gaming. He’s created some of the most important and entertaining titles in the business, from *Populous* and *Syndicate* to *Dungeon Keeper*. Who better to ask about muscling your way into the games industry? While there are inevitably exceptions to the rule (check out Andy Davidson in the *Worms* profile, page 128), Peter highlights the problems of doing it solo. “What is a game design?” he muses. “They are incredibly important but they’re much more complicated than people think – you and I could think up six game ideas in the next few minutes and they would

probably be as good as what’s out there, but that’s not the skill of it. The skill is how to turn that idea into a reality. The only real way for an individual person to get a game idea of theirs into production is to get into a company first.”

Not surprisingly, Molyneux has some succinct advice on how to land yourself a job at a software house: “Send them your CV or game designs,” he explains. “Tell them that you’d like to test their games and, as part of that, would like to help with the design of them as well. Once you’re inside the company, that’s when you can start pushing your own game. This approach has worked for a lot of people who started as nobodies in the gaming food chain but ended up as game designers.”

**“Send them your CV or game designs. Tell them you’d like to test their games. Once you’re inside the company, that’s when you can start pushing your own game”**

PETER MOLYNEUX, DEVELOPER

For some, though, the very idea of working for someone else kills the indie spirit. So is there any other way of selling your idea to a publisher? In Molyneux’s opinion, creating your own development team is the only realistic option. “You don’t have teams of two people any more,” he says. “You need a team of seven or eight people, made up of folk who you can see yourself working with for two years of your life! Make sure it’s a well-balanced and qualified team – the people you want to work with have got to have real skills now. We’re talking education and degrees here – and, ideally, someone with some experience of the industry.”

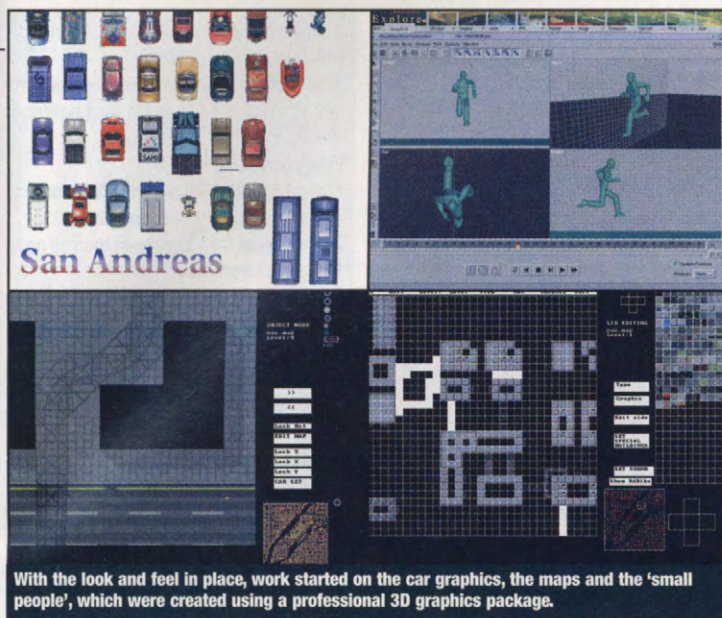
This is fine in theory, but how does he envisage actually finding such a team? “Without doubt, the best way to do it is with the friends you know. If that’s a problem, then find team members online. Log onto IRC, the programmers’ channel, and spend some time hanging out there. It works – I know of teams that have never even met each other!”

With your team in place (whether in reality or virtual reality), the next stage is to create a written presentation of the game – check out the ‘It’s All In The Game, Doc’ panel on page 128 for more details.

Another key element for a budding development team is to schmooze wherever possible: “If a team is starting out, going to the parties and all the major shows, like E3 and ECTS, is a must,” explains Molyneux. “You get to meet the producers and publishers – you must take any opportunity you can to convince these people that you are creative and your team is for real.”

But the kingpins for getting yourself noticed are magazines like PC ZONE – getting an article in a mag that profiles your team smacks of legitimacy: “Publishers will see that your group is getting publicity and you get credibility in the process,” says Molyneux. “How you get into the mags is another thing. There are some new teams out there who are claiming a lot of things – some claims are true, others aren’t. Ultimately, it’s just their way of getting into the limelight.”

The ultimate goal of all this rubbing shoulders malarkey is to create as much buzz for your team and idea as possible – and the rewards can be huge. Deals of half a million quid and upwards are not unknown for a new development team. And you never know – in a couple of years’ time, you could be phoned up by a PC ZONE hack wanting to interview you about how to get ahead in the games industry. You poor sod...



With the look and feel in place, work started on the car graphics, the maps and the ‘small people’, which were created using a professional 3D graphics package.

aiming for carbon copy representations of American cities, but rather a more impressionistic feel, inspired by every gangster film we’d ever seen.”

Ian McQue (lead artist)

## Programming

“GTA’s programming tasks appeared to be ‘segmented’ at first and that meant they could be divided out: one person handling cars and pedestrians; another objects; another missions; another the engine. Unfortunately, as time progressed, we

realised that everything was interconnected in a big, bad way. You couldn’t just sit there – you had to talk to other programmers, no matter how bad they smelled. That way, you learned how things were really progressing.”

Brian Baird (programmer, mission/level editor)

## Level design

“A good level design is a recipe of the three Cs: contrast, consistency and creativity, blended together with a touch of

humour and baked for at least six months in the oven of exhaustive play testing at gas mark eight.”

Paul Farley (level designer, Liberty City)

## Music

“Music man Craig had been trying tracks in various styles to find out which worked best. The problem was that the demos were so good, we didn’t want to reject any of them. So we had to find a way to have hip-hop, rock and dance music all in the same game without it sounding contrived. The radio station format solved all these problems and opened up a lot of other creative possibilities at the same time.”

Colin Anderson (audio manager)

## Stories, characters and missions

“There are over 120 missions within GTA. Some of the missions were unashamedly influenced by films – ‘Bomb on the Bus’, for instance, was completely tongue in cheek, since the player was usually blown into tiny, smoking pieces after ten seconds. Some of the missions pretty much plumbed the depths of human depravity. DMA’s therapy bills were huge.”

Brian Baglow

## Deadlines

“It seemed to go on forever. In fact, it took about two and a half years to complete – a year late. It was a very ambitious project considering the relative inexperience of the team.”

Keith Hamilton (lead programmer)



Along the way, various ideas were discarded, such as the mission briefing (replaced by the pager and pop-up text in the final version) and the main GTA logo.



## IT'S ALL IN THE GAME, DOC

"We receive up to 50 game proposals a month," says Nick Goldsworthy, a producer at Electronic Arts/Bullfrog. "They range from non-industry enthusiasts and designers to professional teams seeking funding."

The competition is excessive and the fact that there is no 'industry standard' for game proposals doesn't help matters. Some prefer two pages highlighting the game's concept, genre, and why it'll appeal to the gaming market, while others, such as John Kavanagh, publishing director at Eidos, are happy to read 10-15 page docs. As well as the proposal, Kavanagh advises showing off your coding skills. "Most people underestimate the complexity of a modern game design - we expect a lot of detail on how the characters/vehicles and environment look, how the interface and control system works and how the AI and NPCs behave - it's important to define the scope of a game from a technical perspective."

While publishers are willing to look at an individual's work, Kavanagh stresses: "We don't just buy an idea and say 'thanks very much, here's your cheque.' We expect designers to be part

of the team that implements the idea. The reason is that there's such a gulf between what can be written and what can actually be programmed."

Here are some basic rules for teams planning the ultimate game proposal:

### Do's

- ★ Create a one-liner for the marketing bods to get a handle on - "it's *Quake II*

**"We don't just buy an idea and say: 'Thanks very much, here's your cheque'"**

JOHN KAVANAGH, PUBLISHING DIRECTOR  
EIDOS INTERACTIVE

with the controversial setting of *Grand Theft Auto*" (Eh? - Ed). If they can't see a way to sell it, they'll pass your idea by.

- ★ Provide demos or prototypes that show off your technical prowess.
- ★ Like Hollywood, the games industry is obsessed with pigeonholing - what genre does your game slip into? Are you creating a whole new genre?
- ★ Sum up why you think your idea is a winner and outline its target audience.

- ★ Include costing details. It'll show you've got financial sense.

★ Before sending out the proposal, run it past your friends. Would they play it? Do they understand your vision from your proposal without further explanation? The proposal must sell itself.

- ★ Copyright your material before sending it. Post it to yourself so the date is registered. You could register your design at the Library Of Congress in Washington DC. For a nominal fee, their service offers far better protection. Call 001 202 707 3000 for details.

### Don'ts

- ★ Don't send 100 pages detailing every aspect of the game. Keep it snappy.
- ★ On the other hand, don't just send in a one-liner on an A4 sheet. Nobody will take you seriously.
- ★ Don't write pages on the storyline. Publishers want to know about the design, not whether Pinky The Elf is descended from a tribe of Fuchummps.
- ★ Don't take rejection personally. If publishers have made constructive criticisms of the design, take their views on board, change the proposal if necessary, and carry on.

## CHECK THE WEB

There are hundreds of websites devoted to games design. Check out the sites listed below or just go to your favourite search engine and type in "game design", and within seconds you'll have access to more info than you could possibly need.



Gameslice game design web page.

- [www.gameslice.com/vgd/index.shtml](http://www.gameslice.com/vgd/index.shtml)
- [http://aragorn.uio.no/nanvaent/creator\\_info/realism\\_playability.html](http://aragorn.uio.no/nanvaent/creator_info/realism_playability.html)
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- [www.ultranet.com/~melkior/gamearchdes/](http://www.ultranet.com/~melkior/gamearchdes/)
- <http://204.162.80.132/Features/Exclusives/Design/>
- <http://greggman.tierranet.com/pages/game.htm>
- <http://members.aol.com/markb01/articles.htm>
- [www.engr.csulb.edu/~tzankich/making.html](http://www.engr.csulb.edu/~tzankich/making.html)

### ← The censors

"Because of the BBFC, we ended up doing focus testing with groups of 14-20 year olds, commissioning reports from prominent behavioural psychologists and generally bending over backwards. We were eventually granted a certificate but, for a long time, it was very much in doubt."

Brian Baglow

### The controversy

"We'd get calls from tabloid journalists who'd been told: 'There's this game where you steal cars, sell drugs and run over policemen.' We'd get an article calling us every kind of irresponsible idiots under the sun - the paper would fill a page without

resorting to tits and we'd shift another 500 copies of the game to 14 year olds who wouldn't otherwise have bothered."

Brian Baglow

### The best moment

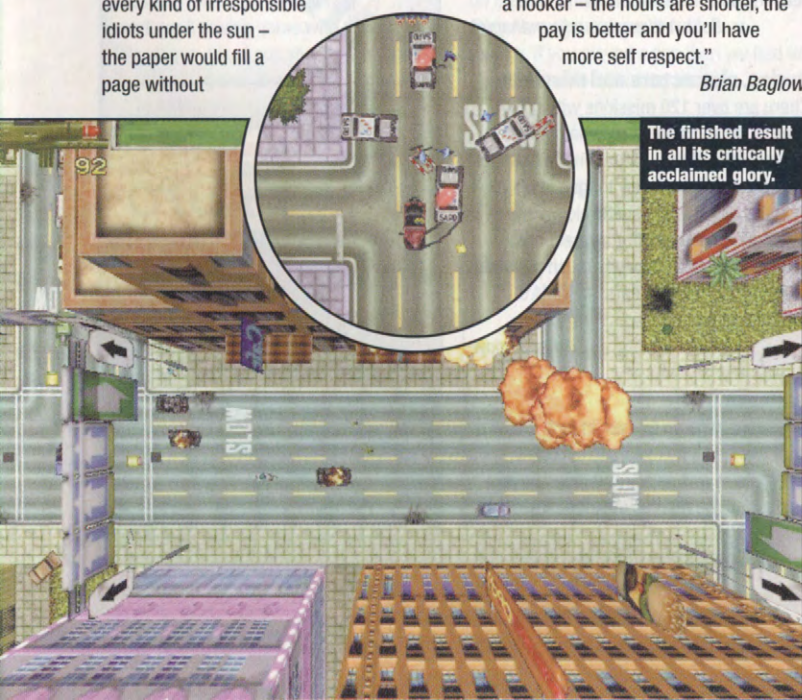
"We went into Virgin in Dundee on a Friday lunchtime and saw our own game on the shelves. What's more, we even saw someone buying it! It might sound like nothing, but it meant a lot to us!"

The team

### A final thought

"Instead of becoming a game producer, be a hooker - the hours are shorter, the pay is better and you'll have more self respect."

Brian Baglow



The finished result in all its critically acclaimed glory.

## CASE STUDY #2: "From zero to gaming hero..."

### WORMS

Company: Team 17

Publisher: Ocean (now part of Infogrames)

**Overview:** It's rare for a designer to land a publishing deal all on his tod but Andy Davidson is one of the lucky few. His initial work on the best-selling *Worms* series impressed Team 17 enough to sign him on the spot.

### The idea

"It started as a simple 'tank game' to keep me and my mates amused while we should have been doing our A-Levels."

Andy Davidson (original idea and Amiga version)

### The pitch

"I walked up to Team 17 at ECTS '94 and asked: 'Do you still look at games?' They said yes. After five minutes, I was asked if I wanted it published and I just went: 'Err... yes!'"

Andy Davidson

"*Worms* just struck me as something that had enormous potential. Andy helped by being mad, effervescent and going on about it. Visually, the demo

looked a bit ropey but it didn't take me long to realise its potential."

Martyn Brown (development director and *Worms* producer)

### Programming

"Team 17 basically gave me a free hand with the game - I would go back to Bournemouth for a while and then go up to show them the new version."

Andy Davidson

### Graphics

"Improving the graphics was easy but deciding on the style of *Worms* and how it would all link together to produce a fluid, cartoon effect took months of experimenting."

Martyn Brown

### Music

"I did a title track, complete with lyrics and, for the in-game background music, I tried to create stuff that people wouldn't get tired of listening to after hours and hours of playing. The set of voices featured in the original 1995 *Worms* game was the voice of Andy Davidson - we just re-recorded his voice for better sound quality."

Bjorn Lynne (music and sound effects)



*Worms*: the 'simple tank game' that took over the world.



## HERE'S ONE WE PREPARED EARLIER



**Still scratching your head about what it takes to create a good game proposal? Then check out the example we've included on the cover disc – it'll give you a clearer idea of what to aim for**

★ **Grand Theft Auto** – the two page pitch that snared the interest of publisher BMG (see case study, page 126).



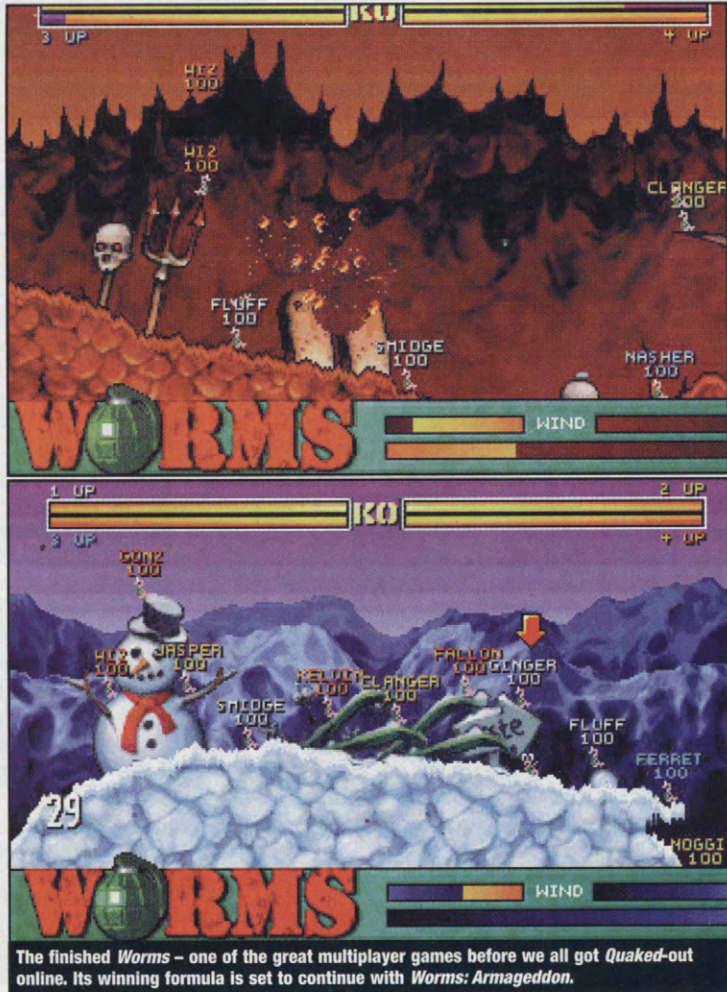
**Grand Theft Auto: from paper to the PC.**

[illegible]

**“It’s time to stop talking and get designing – and ain’t it lucky that *PC ZONE*’s about to hand that make-or-break opportunity to you on a silver plate, eh?”**



**Top: Andy Davidson, the guy who went along to a show clutching a half-finished demo and landed himself a publishing deal. Middle: Martyn Brown, the producer who spotted the game's potential. Above: Cris Blyth, the 3D animator responsible for the hilarious cut-away scenes. He's now working at Digital Domain in the US, the special effects company responsible for the CGI in *Titanic*. Git.**



The finished *Worms* – one of the great multiplayer games before we all got *Quaked*-out online. Its winning formula is set to continue with *Worms: Armageddon*.

### Cut-away scenes

"The brief was very simple – usually only a sentence or two, such as: 'Worm is surprised by other worm, worm uses flamethrower and melts other worm.' They were very basic and, in their raw form, not very descriptive or that funny. Making it funny is all in the storytelling of the 'gag', though – it's the way ya tell 'em! It took me about two months to create nine sequences using the 3D package *Lightwave*." (That's an über good pro 3D package – Ed.)

*Cris Blyth (3D animation)*

### The best moment

"The ECTS Awards night, when the industry recognised that we'd produced a great game – I think it was a dream come true for Andy. I also ended up chasing a waitress with half a vine wrapped round my head..."

Martyn Brown

## SO, YOU WANNA GO YOURSELF?

**It's time to stop talking and get designing – and ain't it lucky that PC ZONE's about to hand that make-or-break opportunity to you on a silver plate, eh? For more details, turn the page and check out our exclusive Elixir Studios game design compo.**



# WIN A JOB AT ELIXIR STUDIOS

Elixir Studios, home of *Theme Park* co-creator Demis Hassabis, are looking for someone to join their growing ranks. And it could be you!

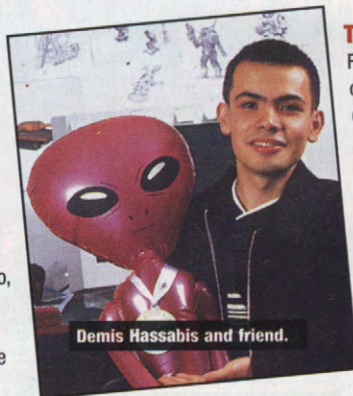
## WHAT'S THE DEAL?

So, you've read the feature on How To Get Ahead In The Gaming Industry on the previous four pages. You haven't? Well you should. For one thing it's a blinding read, and for another one Mr Phillips might feel a little inadequate and unloved. And you'll need to know a few things before rushing headlong into something that could change your life forever. Why? Because what's at stake is a job. A real job. Not like ours, where we pretend that people care what we do, but a job where a glorious life awaits in the mushrooming industry of interactive entertainment. With a bit of hard work you could find yourself on the first rung on the ladder of success. A ladder leaning against the wall of Elixir's Camden Town studios. Who knows, in a couple of years we might be beating down your door sniffing for that exclusive cover deal. In which case remember this: we are your friends.

Rather than just placing an ad in the local rag and then sifting through thousands of applicants disillusioned by their management prospects at the nearby McDonalds, Elixir Managing Director Demis Hassabis asked if *PC ZONE* could help.

"It's how I got into the industry," he says. "I entered a similar competition in *Amiga Power* when I was 15 and got a job at Bullfrog as a result. There are some really good people out there, and it's tough getting that first break. I'd like to give someone the chance that I had."

What a thoroughly nice bloke, eh?



Demis Hassabis and friend.

## THIS IS WHAT YOU DO

First of all then, after you've digested the feature on the previous four pages, take a look at the two design document included on this month's cover disc – it'll give you an idea as to what constitutes a successful pitch for a game. On the CD you'll also find a template that you can use with your favoured word processor, on which you can base your design. Flesh it out with your (hopefully) original ideas, print it out and pop it into the post along with all the details requested below. We'll tear open the guts of each of your ideas like a pack of hungry lions, and pass on the survivors to Elixir.

You don't have to be a programming genius or an artist to enter the competition, but if you can provide any artwork or code to help your cause then feel free to do so.

Please note that your design document must not exceed three sides of A4 (and no 4pt text please). But if you want to write more, feel free to go into more detail in a separate document, including flowcharts if necessary. Remember though: it's the initial three-page document that judging of entries will be based on.

Include a covering note with your name, address, post code, daytime phone number, email, current occupation and age.

**Send your entries to: Gizza Job Competition, PC ZONE, 19 Bolsover Street, London W1P 7HJ. The closing date is Friday 12 March.**

\* Terms and conditions: Only entries with all the questions completed and received before the closing date will be entered into the prize draw. Winners will be notified by post. No cash alternative. Prizes not necessarily as shown. No correspondence will be entered into. The Editor's decision is final. All the other usual competition rules, conditions and restrictions apply. And all that. Phew!



# BUDDING GAMES DESIGNER

Required by North London games developer. Must be enthusiastic and passionate about games. Ideal candidate will be prepared to sacrifice mates and a social life for the next few years. A good sense of humour is also essential. Age and lack of experience are not problems – if you're the right person for the job, we'll get you up to speed.

Send a minimum of a three-page design document to: Gizza Job, PC ZONE, 19 Bolsover St, London W1P 7HJ. (Email entries not accepted.)

## FIRST PRIZE

A position at Elixir Studios as a Designer\*

\*Standard trial period of three months



## RUNNERS-UP

Three runners-up will enjoy a day out at Elixir Studios in Camden Town, London. Not only will the Elixir chaps take you out for a spot of lunch, but you can also find out what goes on behind the scenes of a new and upcoming development team (they've just cut a deal with Eidos, don'tcha know). And if you can bear it, they'll also talk to you about your ideas.

THIS  
COULD  
BE YOU




Meet your potential colleagues. Back row: Ian Maber (Art Manager), Dave Silver (Director), Colin Seaman (Artist). Front row: Joe McDonagh (Designer), Tim Clarke (Head of R&D), Demis Hassabis (MD), Nick Sturge (Technical Manager), Phil Outram (Trainee Programmer), Rainer Gombos (Artist), Richard Powell (Programmer).



# Beat the cover price rise

Computer Shopper's cover price has just gone up to £2.45 – but we're holding down the subscription rate so you can beat the price rise. At just £4.99 for 3 issues, you'll save £9.44 on the annual shop price when you subscribe today.

Now complete and return this form within 7 days 



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**Wing Commander: Secret Ops – FULL GAME**  
Defend the Galaxy through the total annihilation of warring aliens in 56 mind-blowing missions.

Some programs on the FREE CD-ROM require Windows 95. Wing Commander: Secret Ops requires Internet connection for unlock code.

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# DEAR WAZZA

Another round of your techie queries answered in plain English.

Okay, so there's a tiny, tiny bit of jargon too

★ AGONY AUNT Warren Christmas

## NEED A HAND THERE?

Send us a query or a top tip and you could pocket £50.

Share your techie or gaming-related problems with us, and we, in turn, may well share it with thousands of readers via these very pages in a big communal love-in type of thing. And as an extra incentive, every single month we're offering a cool £50 to the reader who sends in the most interesting query or toppest tip. No, really. Send as much relevant information as you can.

**WRITE TO** Dear Wazza, PC ZONE, 19 Bolsover Street, London W1P 7HJ.

**EMAIL** Address your letters to us at [letters.pczone@dennis.co.uk](mailto:letters.pczone@dennis.co.uk) with the subject heading 'Dear Wazza'.

Please note: while we can assure you that we read every techie query sent to us, we are unable to offer personal replies. Also, please do not phone, as you're unlikely to reach someone who can help. Thanks.

“How can I extend the playing time of the *World Cup 98* demo? I'm not going to waste money on the full version – I'll just try and soup the demo up!”

GOPAL

## PATCH THE DOG

**Q** I recently purchased a Maxi Gamer Phoenix video accelerator, but when I came to play *Quake*, *Quake II* and the *SiN* demo they wouldn't run in 3Dfx mode. I then found a miniport update on the driver CD, and now *Quake* and *Quake II* are okay. I am pleased with the actual card, as I now run *Quake II* at 1024x768 at great speed, but now I want to buy both *SiN* and *Half-Life*. Will I have to keep wasting time looking for these updates on the Net? Please don't tell me that this little problem lets such a wonderful card down.

Aiden Joyce, Manchester

**A** It pains us to say it, but keeping an eye out for software patches and updates for all hardware and software – especially brand new releases – is becoming an essential part of PC gaming. That's why we introduced the regular Patches and Added Extras sections on our cover CD (see page 142).

## NEED FOR SPEED(BALL)

**Q** I've been trying to get hold of a copy of *Speedball 2* for the last couple of months. I've tried everywhere on the Net and all the shops but can't find one anywhere. I've had no luck with any of the search engines or the ads in magazines, and all that's left is you, or some kind reader who has an unwanted copy or knows where I can get one.

When I finally get hold of a copy, will I be able to run it on a 300MHz Pentium II with 70Mb RAM without having to faff around with the base memory and all that crap, which takes years to sort out after?

If any of your team has a copy, I am willing to pay for it.

Ross Noades

**A** Hmm... Will you need to 'faff' around to play *Speedball 2*? Very probably. You'll almost certainly need to slow it down with something like Mo'slo too (see

[www.hpaa.com/moslo/moslotry.asp](http://www.hpaa.com/moslo/moslotry.asp)). We can't tell you for sure because no one around here still has a copy of the game.

Have you tried looking for it on a compilation disc? Time Warner Interactive (now owned by GT Interactive) released a collection of the Bitmap Brothers' work – featuring the likes of *Xenon II*, *Gods* and, yes, *Speedball 2* – a few years back.

Alternatively, why not buy a second-hand Commodore Amiga – *Speedball 2* was much better on that machine anyway. No, you're right – dumb idea. If any reader can help Ross out, please email him directly at [r0ssi@btinternet.com](mailto:r0ssi@btinternet.com). Cheers.

## GRABBING HAND

**Q** How can I capture screenshots from Win95 games? I tried *Screen Thief* for Win95 but have not been able to capture images from *FIFA 98: Road To World Cup* or *World Cup 98*. At first I thought that maybe it's not possible to grab shots from every game, but then I saw pictures from the games in your reviews. So what techniques/software do you use?

I have many great saved goals from both of the aforementioned games, and was thinking about a way to view them all without using the boring highlight method, which is too slow. I thought about making videos for the goals by grabbing pictures frame by frame in replay mode, then using *CorelDraw* to join them together as a sequence to look like a movie, then put them together on a web page, show them in PowerPoint... or whatever.

Wesam Fatoh

**A** As every reader is thinking right now, you obviously have far too much spare time on your hands. Don't suppose you fancy coming in and grabbing several hundred screenshots (and writing captions) for us every month, do you? No, thought not. Damn.

We actually use a variety of grabbers, but the best, primarily because it grabs DirectX and Glide-compatible games with ease, is *HyperSnap DX* (see [www.hyperionics.com](http://www.hyperionics.com) for details, or check out the cover CD). This will do everything you want and more besides, but you need to register the program at a cost of \$25 (about £16). Still, as someone who owns applications such as *CorelDraw* and *PowerPoint*, that won't be a problem, will it?

## TEMP URGENCY

**Q** I am trying to free up some space on my hard drive and I

was wondering if it is safe to delete the temporary files in my Windows temp directory?

Wayne Snook

**A** Uh-oh, do we really want to answer this? In theory you should never need to manually empty the Windows temp directory, but it does get filled with needless crap from time to time, as you may have noticed.

The answer is a tentative yes, but be very careful. Windows shouldn't let you do it anyway, but you really don't want to run the risk of removing temporary files that are in use.

## BUS ROUTES

**Q** With more or less all new computers being built with USB (Universal Serial Bus) ports, I was wondering whether you can network three or more computers using them? With serial and parallel ports it is possible to do direct cable connection, and the USB is a serial port and then some. Because you can daisy-chain devices with USB it can handle information from multiple sources, and so networking should be possible with a dedicated hub. Can you please use your contacts to find out if any companies (3Com etc) are working on this idea?

John Hazelden

**A** An excellent point. Our first reaction was: what's the point, when it's going to be slower than a proper network set-up? But no, you're right, it would definitely make for a cheap and easy networking solution in the home environment, and offering speeds of up to 12Mbps it should, as you say, be much faster – not to mention more flexible – than a direct connection via standard serial and parallel ports.

We called USB evangelists Intel first (they were one of the technology's inventors, along with the likes of Microsoft, IBM and Compaq), and they weren't exactly very helpful. And at the time of writing we were still waiting to hear from communications specialists 3Com.

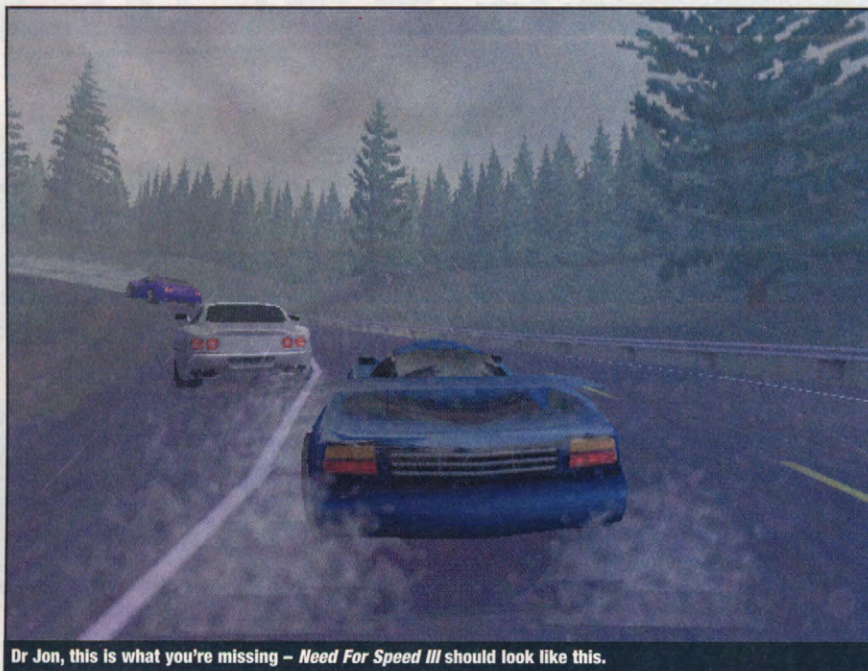
Digging around ourselves, we found that several companies are offering USB-to-Ethernet adaptors which enable you to link a USB-equipped PC to an existing network, but this isn't exactly what we want, is it? We also found a USB-to-USB lead for straightforward file transfers, and then, finally, a USB-to-USB adaptor for networking two PCs (your best bet is to see your local dealer if you're interested in any of these).

We haven't, however, been able to find a company that is producing an adaptor (or 'hub') enabling three or more PCs to be connected via USB. If anyone has any information on such a product then please email us and we'll run an update. In the meantime, anyone wanting more information on USB products should take a look at <http://usb.org/usb/>.

£50  
WINNER!







Dr Jon, this is what you're missing – *Need For Speed III* should look like this.



If you have DOS installed, the safe option is to drop out of Windows and do the removals from there. To do it from within Windows, close all applications first and, if you want to play safe, only delete files and directories created or modified on previous days.

Alternatively, you may want to get an uninstaller/system clean-up package such as Quarterdeck's *CleanSweep Deluxe*, Symantec's *Norton Uninstall*, MSI's *WinDelete* or CyberMedia's *Uninstaller*. Whatever you do, remember that you're doing it at your own risk and without our recommendation, so, er, don't come running to us if you break your computer.

## QUICK WITHDRAWAL

I'm writing to you to warn others about a technical problem I recently had – and I bet I'm not the only one. I splashed out on a Creative Voodoo2 12Mb 3DBlaster, took it home and dutifully uninstalled all the software for my previous card (a Diamond Monster 3D Voodoo). Carefully – observing all static precautions, of course – I took out the old, put in the new, got very excited, sat down to play *Need For Speed III* and got... blackness.

I should have suspected something was amiss when Windows told me it had found software for my new hardware. I hadn't even given it the installation disc. Despite all attempts to persuade it otherwise, Windows was convinced that it was dealing

with my old Diamond card. As a last-ditch attempt I boldly went where I'd never gone before and edited the Registry using the old installation log file from the Monster 3D software.

The point is that the Diamond software didn't uninstall completely (I don't think), causing a conflict in the Windows Registry. I hope someone else can benefit from my fruitless, wasted weekend. I know, I know, I should get out more often. By the way, your pages are the best.

Dr Jon

You probably didn't need to manually edit the Windows Registry; you could have selected the Creative Board from the Device Manager (under System Settings from the Control Panel), hit Change Driver from the Driver menu, and then installed the correct software from there – assuming you'd already tried installing the contents of the Creative disc, that is.

Whatever, it's a timely reminder to all of us that it's vital to de-install software and drivers when replacing old hardware – something which is all too easy to forget when you rush home with your shiny new purchase.

In fairness though, some devices do leave a complete mess on your system. Just try installing, testing and then uninstalling, say, eight different sound cards in a single machine. It ain't fun. And by the way, Dr Jon, you should get out more.

## TIME'S UP

How can I extend the playing time of the *World Cup 98* or *FIFA 98* demos? I don't care if it takes a lot of programming to do so, but I am not going to waste my money on the full version of *World Cup 98* – I'll just try and soup the demo up!

Gopal

Yeah, I mean why should you pay, what, all of £20 for *World Cup 98* when there may be a crack somewhere that enables you to hack out the demo's time limit and play more of the game for free?

(Sarcastic mode off.) Get a grip, mate. Games companies are doing you a favour by producing demos so you can try before you buy (or not buy, in your case). Basically, if you want the full game, go out and buy it.

**"I put in my new 3DBlaster, sat down to play *Need For Speed III* and got... blackness"**

DR JON

## AIR CRASH

I thought I'd try out *Air Attack* as featured in your November (PCZ #69) Wireplay article. Sadly, when I try to run it I am informed that it is "not a Win32-compatible program". Any ideas? I'm running a 350MHz Pentium II with Windows 98. I would be grateful for any help.

Mr Croutons

You haven't told us where you got the version of *Air Attack* from (the Net? A CD-ROM?) or the name of the actual file, but an error like this usually suggests that the file you're trying to run is either not an executable program or is corrupted in some way. We suggest you simply try a different version of the file.

## LOTUS POSITION

When I try to access the cheats on your cover CD I get a message saying: "Cannot find winword.exe – click to browse or cancel." I have never been able to find a winword.exe on my hard drive or on the Windows CD that came with my computer, so how do I get it? I have Lotus *WordPro* on my hard drive and have to go into it and select the appropriate file I want to read manually. I'm getting tired of doing so when I know I should be able to use this other program. I assume winword.exe is the file name for *Word* for Windows but I am not sure. Please help.

Barry Ward

Winword.exe is indeed the file name for *Word* for Windows. You might not have the program on your PC, but maybe the previous owner did. Whatever, it sounds like the '.doc' file type is associated with *Word*, which is why Windows tries to run the program whenever you click on a document with this extension.

To disassociate it, open any folder on your desktop, choose Options from the View menu and then select File Types. Now find the entry for files with the '.doc' extension (it may well be called Microsoft Word Document) and hit Remove.

Next time you try to open a file with that extension, Windows will ask you to associate a program with it. Select Lotus *WordPro* from the list (or press Other and find it manually, if it isn't), making sure you check the box which says: "Always use this program to open this file." Sorted.

## BLACK BOXES

I've been having trouble with the graphics in a lot of games. The problem is that black boxes keep appearing on objects, ie the part that should be transparent seems to be replaced

with black. This is happening in *X-Wing Vs TIE Fighter* (when I tell it to run under hardware support), the *Carmageddon II* demo (when I hit pedestrians and boxes, and the glass on cars and buildings) and the *Motocross Madness* demo (the dust gets these black boxes around them).

My computer is a P200MMX with an ATI 3D Rage card. I've checked the D3D support of the system and software support. When I first downloaded the *Carmageddon II* demo it ran fine for about a week then the problems occurred.

Please can you help, as it's making my games look awful.

James Barwell

We don't know what's going on here so we'll throw it open to other readers. Somehow we suspect it's a problem with the 3D Rage drivers.

## X-TREME

I am surprised at the lack of publicity being given to X-Stream ([www.x-stream.com](http://www.x-stream.com)), a totally free Internet Service Provider. With local call rates from anywhere in the UK and relatively fast access times... (Snip – Ed)

Colin Thompson, Gateshead

You're bloody joking, aren't you? We've mentioned it at least twice – now three times – in recent months.

## NICE ONE

In your December issue (PCZ #70) D Long from Headington asked for information on an Internet Service Provider that accepts direct debits rather than credit cards. Point everyone to LineOne – they offer this service, and it takes just ten minutes to set up and get online. The technical staff are great too and don't charge £1 a minute either. I joined the free month trial but I'm staying on with LineOne.

Dave Jones

That's nice, Dave. A reminder to all our readers: we're still very keen to hear of your experiences – good or bad – with Internet Service Providers, particularly in relation to their performance with online gaming but also in terms of cost, level of service overall, technical support and so on. We'll probably run the best letters next month, so get writing fast. Remember: there's £50 up for grabs for someone. [E]



New issue

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# Stuff

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you've got to have

### WEEKEND WARRIORS

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The stuff they don't want you to own



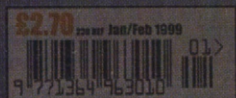
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Snowboards & skis  
Headphones  
Alfa Romeo 166  
The instant beer  
machine



**Tyra Banks**

Our woman of the year



# WATCHDOG

When the games industry brings down the shutter when you approach the complaints window, let **PC ZONE** pull it off its hinges and put your case

ANSWERED BY Adam Phillips

## DOH!

We're here to help. If you've got a consumer issue that needs addressing then drop us a line. But please remember that technical issues are not covered by Watchdog – if you've got a techie problem, write to Dear Wazza (page 133).

WRITE TO Watchdog, PC ZONE, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ.

EMAIL us at letters.pczone@dennis.co.uk with the subject heading 'Watchdog'.

## PLEASE SWITCH!

**Q** After reading about Wireplay, I decided to give it a go and found it to be pretty good. However, I had to make sure I didn't use the service for too long, as only Visa and Mastercard are accepted for monthly subscriptions (and I don't have either), and I didn't want to shell out for the more expensive pay-as-you-play option. So I rang Wireplay to see if I could use Switch and they said no, but it may be implemented in a couple of months.

Now, however, due to the horrendously addictive delights of *WarGasm*, my phone bill is going to be huge! Any chance of giving Wireplay a little kick up the arse so they support Switch?

'Fish'

**A** Wireplay acknowledge that some users would like to use Switch, but James Kaye, one of the game network's

head honchos, offered the following explanation as to why a suitable payment scheme isn't in place yet: "I have brought the matter up myself but have found out that something that appears to be simple to implement actually takes considerable time, money and research to get such a system in place. This is why we have not supported Switch."

He adds that current resources are being channelled into other areas at the moment, but promises that Wireplay will be looking into the issue again in the future. Come on, Wireplay, BT's loaded!

## BOGUS BOX?

**Q** I know this is an old gripe, but I think something needs to be done about the 'minimum spec' panel printed on the side of game boxes. The idea that *World Cup 98* will run on a P100 with

16Mb of RAM is the most laughable thing I've ever heard. My mate's got a P166 with 92Mb of RAM and a Voodoo2 and he still can't play it with sound. What do EA Sports have to say about that? Also, I think there should be a 'Max Settings' panel to show what hardware is needed to, well, max all the settings.

Ned

**A** Neither EA or PC ZONE can quite understand why the game isn't working. In our original review of the game we recommended that punters

was not supplied with my computer – oh, they install it for you alright, but they don't give you the original CD. I'm now stuck with a brand new computer, fax and fax drivers but can't use them. Please tell your readers to be careful – computer firms such as the one I purchased mine from offer you so much, but when things go wrong, you don't have half the things you need to rectify them! I'm concerned that many other people could end up getting 'stung' like me. Please warn your readers to ask if they get the O/S

**“Due to the delights of the addictive *WarGasm*, my phone bill is going to be huge. Any chance of giving Wireplay a kick up the arse so they support Switch?”**

FISH WANTS BT TO ALLOW GAMERS TO 'DO PLASTIC'

should use an accelerator card, and your Voodoo2 card should be perfect for the job.

A bod at EA commented: "There should be no reason why he can't get the game working at full speed unless he is using old drivers for his Voodoo2 card. If he has sound problems then it should be a simple case of updating his sound card drivers."

As for your suggestions about providing a max setting panel, EA weren't forthcoming with an answer. As for those copy descriptions of 'minimum' specs found on many game boxes cluttering shop shelves, be sure to read PC ZONE's recommended min specs which can be found in the Tech Specs box at the beginning of every review.

## O/S OMISSION

**Q** I recently purchased a new computer, took it straight home and set it up. To my disappointment, I discovered that Windows 98 had no fax programme. After purchasing the necessary fax software, I installed it, only to find that it conflicted with Windows! Somehow it corrupted the O/S and would not let my computer boot up.

To my horror, the O/S (Win98)

CD when they buy their computers – it will save them a lot of time and hassle.

Carl Collingwood

**A** This is the kind of incident that makes Watchdog want to rip the gonads off certain PC retailers. It's a fairly common problem for less-than-generous computer 'manufacturers' not to supply their customers with the actual O/S CD. Your case highlights the need to get everything in writing beforehand – from which chip you have in your machine, down to the manuals and software being provided with it. As highlighted in our How To Spot A Bargain PC feature in issue 71, the reason certain manufacturers are able to offer ultra-low prices for kit which normally costs much more elsewhere is precisely because they cut corners like this. Always remember: if a PC's price seems too good to be true then it invariably is.

As for getting your hands on the Windows 98 CD, have you tried phoning the supplier of your machine to inquire whether they can furnish you with a copy? If they aren't prepared to, let us know and we'll be more than happy to name and shame them for

## DEJA VU?

Copy protection takes its toll on gamers

**Q** I purchased *Carmageddon II* and installed it, but when I tried to run the game a "please put the CD in the drive" message appeared. I reinstalled just in case, but to no avail. I then went online to try and find an answer.

SCI's homepage didn't have one so I went to the newsgroups, where there were hundreds of posts discussing the mysterious CD problem. Apparently SCI knew about it already, as the same CD copy protection software was used on *Rainbow Six* – which also caused loading problems for about eight different CD drives.

I phoned SCI and was told that they were working on a fix but did not know how long it would take. I find this unacceptable, as I have a game I can't play now, and because there is nothing wrong with the CD the shop won't take it back.

As I only buy one game a month, this is very frustrating, and to actually play the game I have to drive halfway across London to my friend's house.

SCI are having a laugh.

Frank King

**A** SCI have confirmed that they know of a few instances where particular CD-ROM drives are not recognised by the game, but claim that the problem can be fixed by using the latest patch on [www.carmageddon.com](http://www.carmageddon.com)

or [www.sci.co.uk](http://www.sci.co.uk) – version 1.1 is needed. Punters who aren't wired can find the patch on our cover disc (refer to our CD pages on page 142).

As for your gripes about SCI's customer care, a spokesperson in their tech support offered the following: "We would not have intentionally told anyone we did not know how long a patch would take. As soon as this problem was brought to our attention we posted messages to the [alt.games.carmageddon.newsgroup](http://alt.games.carmageddon.newsgroup) and reported it on our site and on many fan sites."

SCI say they were hoping the patch would be ready on November 18, but due to testing and bug fixes it eventually surfaced on November 20. SCI are quick to point out that all new *Carmageddon II* stock will be duplicated with the fixed version.

In the meantime, *Carmageddon II* is not the only game to have fallen victim to the over-zealous CD protection system – according to SCI there have been similar problems with *Rainbow Six* and *Railroad Tycoon 2*, among others. Readers suffering from similar 'symptoms' should go along to the relevant game sites for updates and patches.





World Cup 98 runs fine on a P100 with 16Mb RAM, says the box info. "Bollocks," says Ned.

providing such a piss-poor after sales service.

#### BT COCK UP

**Q** I'd like to bring to your attention a cock-up on BT's part. I've parted with a large number of readies for BT's Home Highway in the pursuit of lower ping rates after seeing the service advertised on Wireplay's Internet pages. To minimise problems, I went with BT's own ISDN card – the BT Speedway. You'd think that BT's own ISDN card using BT's own Highway, linked up with BT's gaming service, would work fine. Unfortunately this is not the case.

It seems that Wireplay cannot understand the 32-bit drivers that come with this card, and hence cannot see any modems attached to the computer. I was able to get past this 'hiccup' and use their Quake service, but you can forget Rapid Play – it just won't work.

I managed to get them to raise a problem log in early October, but can't get any details from them about when/if they are going to sort the problem out. If you look at Wireplay's message boards, you'll see that there are loads of people with the same problem. It's a very poor service.

Frank King

**A** British Telecom/Wireplay say they had some 'issues' with their ISDN and 56k modems during last summer. "We did some investigation," explains Wireplay's James Kaye, "but it was midway through November before we were able to give our Helpdesk a briefing, and due to various circumstances we only got them to the labs for training recently."

As far as ignoring your October problem log query, James explains: "We checked our records and did log your problem on October 1. We were unable to offer you a fix at the time, and last spoke to you on October 23 when your case was 'suspended', waiting to tell you when the fix was ready... I am deeply apologetic that we did not tell you what was going on. Please contact me at james.kaye@bt.com and I'll try to make it up to you."

Can't argue with that. By the way, instructions for getting your set-up operating correctly have been emailed to you. Others in need of a fix should also contact James.

#### REBATE RAGE

**Q** I don't know whether you've noticed, but Diamond Multimedia are offering a trade-in for anyone with a 3D Monster or Monster 2 wanting to upgrade to a Monster Fusion Banshee card. The trouble is that it's only available to US and Canadian users. I'm sure you'll agree that it's yet another case of the UK

being ripped off when it comes to computer goods. Maybe you could get the ball rolling with Diamond through your mag so we too can have the chance to upgrade to these super new cards.

Anon

**A** A spokesperson for Diamond offered the following explanation: "Rebates are a new concept to Diamond, and the US is currently being used as a pilot base. We are investigating the possibility of running such programmes in the UK and the rest of Europe. The rebate is being used in the US purely as a marketing/product awareness tool, as the response rates to such programmes is normally very low. I know this isn't ideal. We have actually had more response to the programme from the European customer base."

Diamond said they'll keep PC ZONE informed of any programmes starting up in Blighty. Watch our bulletin pages for announcements. [PZ]

## McRAE UPDATE

Or the lack of one. Last month we told you about the problems some punters have been experiencing with *Colin McRae Rally*. As Watchdog reported, we were awaiting the arrival of a list detailing the CD drives suffering at the hands of the game's over-eager CD protection system. We were also waiting for details on the release date for the replacement CDs. Unfortunately we've heard nothing from Codemasters. Therefore we can only assume that *McRae's* CD drive problems are the same as those with *Carmageddon II*. SCI were seemingly quick to respond though, whereas Codemasters haven't been. Whatsoever.

# PCZONE

## COMING NEXT ISSUE DUKE NUKEM 4EVER



All eyes are on this highly promising shooter from 3D Realms. Can *Duke* overtake the newly crowned 3D shoot 'em up king *Half-Life*? We're planning a trip to the US of A to get 3D Realms' reaction to the *Half-Life* phenomenon, and ask them how they're going to make *Duke 4Ever* even better. We'll also have brand new screenshots to whet your appetite for this potential world-beater

#### THE FINEST COVER CD DEMOS

If all goes according to plan we'll be bringing you exclusive demos of *Sid Meiers Alpha Centauri*, *Championship Manager 3* and *Requiem*. There will of course be lots of other top demos on the CD for your gaming pleasure.

#### HONEST REVIEWS

After several delays for the PC version of *TOCA 2*, we're told to expect this potentially top racer for review next month. We'll also have *SimCity 3000* (at last), *Aliens Vs Predator* (previewed on page 48) and *Top Gun 2* in for review, and you can count on us to give you our honest opinion as to what's worth shelling out your hard-earned cash for, and which titles should be avoided at all costs (there are always a few).

#### TIPS, CHEATS AND WALKTHROUGHS

Part 2 of our *Grim Fandango* walkthrough will be with you next month, as will our comprehensive guide to SCI's seminal drive 'em up *Carmageddon II*, and *Settlers III*. We'll also have more tips and cheats on the latest games than you can shake a very large stick at.

#### INSIGHTFUL PREVIEWS

RPGs top the bill in the Preview section next month. We'll be talking to Infogrames about their stunning *Final Fantasy VII* clone *Silver* (see First Encounter on page 53), and *Outcast*, their big hope for the third-person shoot 'em up genre. We'll also be making our way to Sheffield to talk to Gremlin about *RPG*, a game poised to steal the limelight from *Ultima Ascension* when both titles finally appear in the summer.

## ON SALE FRIDAY 12 FEBRUARY

\* Note: this is a guide only, content may change due to circumstances beyond our control



Welcome to the  
**PC ZONE** Top 100. Here  
 you'll find the games  
 that in our expert  
 opinion are the current  
 top PC games in their  
 field, as well as a few  
 extras you might like  
 to consider if you're a  
 big fan of the genre

## ACTION GAMES



### QUAKE II

**PCZ #59 • 97%**

★ The sequel to 'the most important PC game ever' turns out to be more than worth the wait. Despite the odd bit of slowdown, single-player and deathmatch games are in a league of their own. As Macca concluded in his review: "Quake II is pretty much perfect." Buy it now.  
**PUBLISHER** Activision • 01895 456700



### HALF-LIFE

**PCZ #71 • 95%**

★ Arriving a whole year late but definitely worth the wait, this has to be the 3D shooter of the year thanks to a superb single-player game. We'll have to wait and see whether it will beat Quake II in the deathmatch arena.

**PUBLISHER** Sierra • 0118 9209100



### JEDI KNIGHT: DARK FORCES II

**PCZ #55 • 94%**

★ It's not Quake, but then it doesn't even try to be. But it is a compelling, technically superb blend of action and exploration neatly wrapped up in the Star Wars universe. Altogether most impressive.

**PUBLISHER** LucasArts/VIE • 0171 368 2255



### FADE TO BLACK

**PCZ #31 • 94%**

★ The unofficial sequel to the excellent Flashback, this is a near-perfect blend of third-person exploration and combat action. The technical precursor to the fantastic Tomb Raider, it's a classic in its own right.

**PUBLISHER** Electronic Arts • 01753 549442



### PRIVATEER 2: THE DARKENING

**PCZ #44 • 94%**

★ The ultimate mix of space combat, Elite-style trading and FMV action, Privateer 2 was the first big budget release from Origin which used live action in a positive way. Absolutely packed with stars, this is pukka stuff.

**PUBLISHER** Origin/EA • 01753 549442



### FORSAKEN

**PCZ #63 • 94%**

★ Descent is dead and Forsaken is now king of the tunnel-based shoot 'em ups. With huge, varied levels, heaps of graphical effects, weapons and a fantastic multiplayer LAN-based game, it's up there with the best of 'em.

**PUBLISHER** Acclaim • 0171 344 5000



### WARGASM

**PCZ #71 • 93%**

★ Famed for their flight sims, DID finally deliver an action game only they could produce. With helicopters, APCs, and hapless infantry running about, this is as fast-paced as a tank game could be – and it's even better to share.

**PUBLISHER** Infogrames • 0181 738 8199



### SHOGO: MOBILE ARMOUR DIVISION

**PCZ #71 • 92%**

★ Half Quake, half MechWarrior, this 3D action game breathes fresh air into a stale genre. With great graphical effects and an involving storyline, it's perhaps just a bit too easy for the Quake hard-core.

**PUBLISHER** Microids • 00331 4601 5401



### SIN

**PCZ #70 • 91%**

★ Until Duke 4Ever appears, Sin is the closest in feel to its ageing classic predecessor. Based on the Quake II engine, Sin offers a superb single-player game thanks to some ingenious level design. Highly recommended.

**PUBLISHER** Eidos Interactive • 0181 636 3000



### TOMB RAIDER III NEW ENTRY

**PCZ #72 • 91%**

There's a good chance that in 20 years' time the Tomb Raider 'thingy' will be looked upon with as much fondness as Star Wars is today. This third outing may not be as ground-breaking as its predecessor, but it's the best so far.

**PUBLISHER** Eidos Interactive • 0181 636 3000

## ALSO CONSIDER

**THIEF: THE DARK PROJECT** Eidos Interactive • PCZ #72 • 90%

**TOM CLANCY'S RAINBOW SIX** Take 2 • PCZ #69 • 89%

**UNREAL** GT Interactive • PCZ #65 • 93%

**QUAKE** Activision • PCZ #43 • 96% **BUDGET**

**SPEC OPS: RANGERS ASSAULT** Take 2 • PCZ #65 • 88%

**JEDI KNIGHT: MYSTERIES OF THE SITH** LucasArts • PCZ #62 • 95%

**MDK** Interplay • PCZ #50 • 90%

**LAST BRONX** Sega • PCZ #62 • 87%



## RACINGGAMES

**CARMAGEDDON II****PCZ #69 • 95%**

★ It's *that* game again, this time with full 3D pedestrians. More blood, more cars, more tracks – and now with added missions. If you liked the first one, you'll love this one. If you don't, you can just bog off.

**PUBLISHER** SCI • 0171 585 3308

**FORMULA 1 GRAND PRIX 2****PCZ #36 • 95%**

★ The amazing sequel to the greatest F1 driving sim ever. Updated brilliantly for the 94/95 season with all-new detailed circuits, cars and teams. The game will run on a 486DX2 but you'll need a Pentium to run the hi-res mode.

**PUBLISHER** MicroProse • 01454 893893

**COLIN MCRAE RALLY****PCZ #68 • 93%**

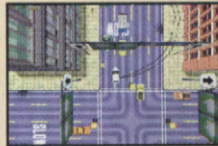
★ Sporting an updated *TOCA* engine, *Colin McRae* has become the new benchmark in rally simulations. With car customisability and a heap of multiplayer accessibility, this game should be top of everyone's rally games heap.

**PUBLISHER** Codemasters • 01926 814132

**MONACO GRAND PRIX****PCZ #69 • 92%**

★ Essentially this is *F1 Racing Simulation 2*, and an F1 fan's wet dream come true. It looks beautiful, plays even better, and the AI is second to none. You need a hefty machine to have it looking its best though.

**PUBLISHER** Ubi Soft • 081 944 9000

**GRAND THEFT AUTO****PCZ #58 • 92%**

★ This is the game that took over from *Carmageddon* as the media's favourite pet hate. Steal cars, dodge police, mow down pedestrians and cause mayhem in city streets in one of the most addictive driving games ever. *Micro Machines* on acid.

**PUBLISHER** BMG • 0171 973 0011

**NEED FOR SPEED III****PCZ #69 • 91%**

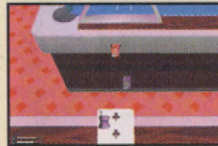
★ Some arcade racing games are fun, but if you like a bit more than just just racing around a few tracks then you should seriously consider *Need For Speed III*. Why? Because if avoiding the law isn't fun, what is?

**PUBLISHER** Electronic Arts • 01753 549442

**MOTOCROSS MADNESS****PCZ #67 • 91%**

★ An astoundingly addictive game. Loads of game and race options and tremendous fun, especially when played with a Microsoft Freestyle Pro pad over a network. Soon available with the pad for around 50 quid. A must-buy.

**PUBLISHER** Microsoft • 0345 002000

**MICRO MACHINES 3****PCZ #64 • 90%**

★ The manic miniature racing game gets the 3D treatment and loses nothing along the way. The new power-ups might not please the purist, but *Micro Machines 3* is still one of the finest two-player games around.

**PUBLISHER** Codemasters • 01926 814132

**MOTORHEAD****PCZ #63 • 90%**

★ With drop-dead graphics and a blistering frame rate, this is a ridiculously fast, fab-looking, intense racing experience. Add a great LAN-based option (Local Area Network) and *Motorhead* is the ace of arcade racers.

**PUBLISHER** Gremlin Interactive • 0114 273 8601

**GRAND PRIX LEGENDS****PCZ #69 • 90%**

★ Papyrus, the makers of *NASCAR* and *IndyCar*, have put the danger back into Formula 1. If you fancy a challenge and the chance to go back to the teams and drivers of 1967, then buy this. You'll need a steering wheel though.

**PUBLISHER** Sierra • 0118 920 9100

ALSO  
CONSIDER

**INDYCAR 2** Cendant • PCZ #34 • 90% **BUDGET**  
**SCREAMER 2** Virgin • PCZ #45 • 93% **BUDGET**  
**DESTRUCTION DERBY 2** Psygnosis • PCZ #46 • 86% **BUDGET**  
**INTERSTATE 76: NITRO RIDERS** Activision • PCZ #63 • 87%  
**TOCA: TOURING CAR CHAMPIONSHIP** Europress • PCZ #59 • 86%  
**ULTIMATE RACE PRO** MicroProse • PCZ #62 • 88% **BUDGET**

## SPORTSGAMES

**LINKS LS****PCZ #43 • 94%**

★ The classic golf sim gets an update, and unsurprisingly it's fab. There's more options, luscious graphics, a redesigned menu and a view selection system. There's even a built-in upgrader for all the old data disk courses you splashed out on.

**PUBLISHER** Eidos Interactive • 0181 636 3000

**TIGER WOODS PGA TOUR GOLF****PCZ #69 • 93%**

★ Beautifully presented, as always, and sporting a speedy enhanced graphics engine, this latest in the *PGA* series also gets star endorsement by young Tiger Woods. Without question, this is the best golf game yet.

**PUBLISHER** EA Sports • 01753 549442

**NHL 99****PCZ #70 • 92%**

★ The problem with all ice hockey games is the confusion that ensues after each ruck. *NHL 99* is no different in that respect, but updated graphics, enhanced AI and spiffy presentation make this game a must for fans of the sport.

**PUBLISHER** EA Sports • 01753 549442

**PETE SAMPRAS TENNIS 97****PCZ #53 • 92%**

★ This game doesn't quite better *Super Tennis* on the SNES, but it's as close as you'll get on the PC. The simple control system means it's instantly playable, but we may as well tell you now that the women's skirts still don't fly up when they serve.

**PUBLISHER** Codemasters • 01926 814132

**FIFA 99****PCZ #71 • 92%**

★ Another biannual release from EA Sports that, as per usual, is better than the last. You'll have to think long and hard before shelling out another £40, but if you love footie it's well worth it for the best football game available for the PC.

**PUBLISHER** EA Sports • 01753 549442

**SENSIBLE SOCCER  
EUROPEAN CLUB EDITION****PCZ #69 • 90%**

★ It's still top-down, and it's still simple, fast and fun. *World Cup '98* may be prettier, but it can only dream of being as instantly playable as *Sensible Soccer European Club Edition*.

**PUBLISHER** GT Interactive • 0171 258 3791

**NBA LIVE 98****PCZ #60 • 90%**

★ With even better graphics and commentary than before, it's one of the best-looking PC sports games. This version sports 'realistic' faces and players of different heights – it's by far the best basketball game available.

**PUBLISHER** EA Sports • 01753 549442

**VIRTUAL POOL 2****PCZ #58 • 90%**

★ Okay, so *Virtual Pool 2* scored one per cent less than its predecessor, but this follow-up beats it hands down. 3Dfx support goes some way to pushing the series further, and the inclusion of English Pub rules make it a more essential purchase than before.

**PUBLISHER** Interplay • 01628 423666

**THE GOLF PRO****PCZ #62 • 90%**

★ If you're bored with either *PGA* or *Links*, then this is the best of the 'mouse-swing' bunch. Good course design and some excellent tuition means there's loads of gameplay, though the putting lets it down a tad.

**PUBLISHER** Empire Interactive • 0181 343 7337

**ACTUA SOCCER 3  
NEW ENTRY****PCZ #72 • 89%**

★ Although better than last year's effort, *Actua Soccer 3* fails to snatch the title from EA this time around. Mind you, with a good range of options and a huge range of teams to play against, this certainly has a longer shelf life than *FIFA*.

**PUBLISHER** Gremlin Interactive • 0114 273 8601

ALSO  
CONSIDER

★ There's always a swell of different sports game types depending on the current sporting season. These are worth having a look at...

**JIMMY WHITE'S 2: CUEBALL** Virgin Interactive • PCZ #68 • 88%  
**MADDEN NFL 99** EA Sports • PCZ #71 • 87%  
**TRIPLE PLAY 99** Electronic Arts • PCZ #64 • 90%  
**TROPHY BASS 2** Cendant • PCZ #50 • 84%



## ADVENTURE GAMES



### ALONE IN THE DARK 3

PCZ #21 • 95%

★ Better than the previous *AITD* instalments, *Alone 3* is a tense, ambient tale of Navajo Indian magic and reincarnation that unfolds in the usual *AITD* manner. This is now available as part of a compilation budget pack.

PUBLISHER Infogrames • 0181 738 8199



### BIOFORGE

PCZ #25 • 95%

★ Futuristic *Alone In The Dark*-style game with impressive graphics, puzzles and soundtrack. Often preferred over *AITD* games as its unique blend of arcade combat is explosive. The only drag is EA's refusal to make a sequel for it.

PUBLISHER Electronic Arts • 01753 549442



### SYSTEM SHOCK

PCZ #20 • 95%

★ This futuristic first-person cyberpunk adventure from the makers of *Ultima* was initially overlooked by many people. Now available on budget, this is a must-buy for those new to the genre. The graphics might be a little dated, but the atmosphere is still invigorating.

PUBLISHER Electronic Arts • 01753 549442



### DISC WORLD II

PCZ #44 • 93%

★ Perfect Entertainment's immaculate sequel to *Discworld* follows would-be wizard Rincewind in his search for the Grim Reaper. Not as hard as the first game, but bigger and better looking. *Discworld II* is a universally appealing adventure game.

PUBLISHER Psygnosis • 0151 282 3000



### INDIANA JONES AND THE FATE OF ATLANTIS

PCZ #37 • 93%

★ Follow a post-*Raiders* Indy in his search for the submerged metropolis. Three ways to play make for a high replayability factor, and the inter-character banter is brilliant.

PUBLISHER LucasArts/VIE • 0171 368 2255



### LBA 2: TWINEN'S ODYSSEY

PCZ #54 • 93%

★ Twinen is back – this time to thwart those pesky Esmer in this sumptuous sequel. The huge play area in *LBA 2*, coupled with seamlessly linked puzzles, creates a great-looking and hugely atmospheric adventure. A must for adventure fans.

PUBLISHER Electronic Arts • 01753 549442



### SAM & MAX

PCZ #11 • 93%

★ The hilarious dog/rabbit duo's first and only PC outing, in which they need to solve a host of bizarre puzzles. An all-talkie adventure with a gag-laden script, this is an essential budget-priced purchase even if you're not a point-and-click fan.

PUBLISHER LucasArts/VIE • 0171 368 2255



### THE CURSE OF MONKEY ISLAND

PCZ #58 • 92%

★ The third game in LucasArts' classic *Monkey* saga delivers the goods big-time, much to the relief of adventure fans everywhere. *The Curse Of Monkey Island* is the new benchmark for point-and-click adventure games.

PUBLISHER VIE • 0171 368 2255



### GRIM FANDANGO

PCZ #71 • 90%

★ LucasArts not only do the best adventure games, but have also recently been doing the only adventure games worth buying. This latest has style written all over it, and hopefully signals a rosy future for fans of the genre.

PUBLISHER LucasArts • 0171 368 2255



### KING'S QUEST VIII: MASK OF ETERNITY

PCZ #71 • 89%

★ To mark the genre's transition from point-and-click to a full 3D interface, Sierra's eighth *King's Quest* adventure proves an engaging stopgap, even if it is a little too Americanised. Good but not great.

PUBLISHER Sierra • 0118 920 9100

## ALSO CONSIDER

FULL THROTTLE Virgin • PCZ #27 • 92% **BUDGET**

THE PANDORA DIRECTIVE Virgin • PCZ #43 • 92%

TOONSTRUCK Virgin • PCZ #45 • 93% **BUDGET**

GABRIEL KNIGHT 2: THE BEAST WITHIN Cendant • PCZ #36 • 88%

LITTLE BIG ADVENTURE Electronic Arts • PCZ #21 • 93% **BUDGET**

## ROLE-PLAYING GAMES



### ULTIMA UNDERWORLD 2: LABYRINTH OF WORLDS

PCZ #1 • 94%

★ This improves on almost every aspect of its prequel, *The Stygian Abyss*. You explore a complex, ever-evolving dungeon; it has unsurpassed atmosphere and interaction.

PUBLISHER Origin/EA • 01753 549442



### FINAL FANTASY VII

PCZ #66 • 93%

★ Fearsomely addictive gem of a game of truly epic proportions. Great graphics, plenty of hidden surprises and massive levels will keep you totally absorbed if you forgive the risible dialogue and turn-based combat.

PUBLISHER Eidos Interactive • 0181 636 3000



### REALMS OF THE HAUNTING

PCZ #47 • 93%

★ Although overlooked by many fans of the genre, our Mallo gave it a whopping 93 per cent when he reviewed it back in issue 47. Still well worth a look if you happen to see it going cheap, *ROTH* is a well cool mix of adventure and RPG.

PUBLISHER Gremlin Interactive • 0114 273 8601



### LANDS OF LORE: GUARDIANS OF DESTINY

PCZ #56 • 92%

★ Four long years in the making, Westwood Studios' mammoth new adventure proved more than worth the wait. Sumptuous visuals and a tremendous atmosphere combine to make it an instant classic.

PUBLISHER VIE • 0171 368 2255



### ULTIMA VII

PCZ #3 • 89%

★ Arguably the best of all the *Ultima* games, *Ultima VII* blends character interaction and the exploration of the world of Britannia. The last *Ultima* series to give complete party control. Check out the *Ultima Collection* for a real treat.

PUBLISHER Origin/EA • 01753 549442



### DIABLO

PCZ #48 • 88%

★ Standard hack 'n' slash fare, but pulled off with such style that it's addictive. A great storyline compensates for repetitive arcade combat and supremely detailed animation makes it a superb coffee-table game.

PUBLISHER Zblac/Blizzard • 01626 332233



### TERRIS

PCZ #44 • 88%

★ A MUD in the old-school style of text-based RPGs, but it's so addictive that we're still playing it. The various quests, puzzles and monsters will keep you going for days. The gameplay is excellent, if you can handle the 'texty-ness'.

PUBLISHER AOL • 0800 279 7444



### MERIDIAN 59

PCZ #45 • 86%

★ This ground-breaking on-line RPG enables thousands of people to interact with each other in the same fantasy universe at the same time. Garish and horrible graphics aside, *Meridian 59* remains one of the best online multiplayer RPGs around.

PUBLISHER 3DO Company • 0181 296 1949



### FALLOUT 2

PCZ #71 • 86%

★ Does exactly what it says on the tin. Twice as big as the original, but utilising the exact same engine. If you like the first game, you'll love this – not twice as much, but certainly for twice as long. A real life-sapper.

PUBLISHER Interplay • 01628 423666



### ULTIMA UNDERWORLD: THE STYGIAN ABYSS

PRE-PC ZONE

★ This took role-playing games away from first-person tile-based RPGs. Amazing architecture, witty characterisations, layers of storyline and the best ending of any game in history.

PUBLISHER Origin/EA • 01753 549442

## ALSO CONSIDER

★ These are the cream of the crop, largely because RPGs have taken a back seat to other game types over the last couple of years. However, also bear in mind...

DIABLO: HELLFIRE Cendant • PCZ #59 • 82%

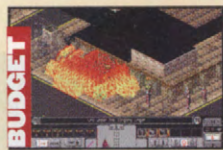
ULTIMA COLLECTION Electronic Arts • PCZ #62 • 90%

RAVENLOFT: STONE PROPHET Mindscape • PCZ #25 • 78%



**STRATEGY GAMES****SYNDICATE WARS****PCZ #43 • 95%**

★ One of the best strategy games of all time gets a sequel, and what a fabulous sequel it is too. *Syndicate Wars* houses a wealth of intricate levels, gorgeous graphics and enough gratuitous violence to keep anyone happy.

**PUBLISHER** EA/Bullfrog • 01753 549442**X-COM 3: APOCALYPSE****PCZ #52 • 95%**

★ A revamped engine and a healthy helping of real-time combat have brought the fantastically addictive *X-COM* series bang up to date. If you like your strategy games deep and meaningful, you should buy *X-COM 3* immediately. It'll keep you busy for weeks.

**PUBLISHER** MicroProse • 01454 893893**AGE OF EMPIRES****PCZ #54 • 94%**

★ Imagine *Civilization II*'s great empire-building gameplay improved with some excellent graphical touches and comprehensive multi and single-player options (all in real time). That's *Age Of Empires* in a nutshell.

**PUBLISHER** Microsoft • 0345 002000**POPULOUS: THE BEGINNING****PCZ #70 • 92%**

★ The original *Populous* was the game that put Bullfrog into orbit and made Peter Molyneux one of the biggest names in the industry. Now Peterless, the new Bullfrog team show that they can do just as well without him.

**PUBLISHER** Electronic Arts • 01753 549442**MAGIC & MAYHEM****PCZ #70 • 92%**

★ Based on the old Spectrum game *Chaos*, *X-COM* creators Mythos deliver a diverse and original fantasy strategy game. A strong single-player element and a manic multiplayer game make this a well-deserving classic.

**PUBLISHER** Virgin • 0171 368 2255**TOTAL ANNIHILATION****PCZ #56 • 92%**

★ With a ridiculous number of units and its fast-paced action, *Total Annihilation* is without doubt one of the best real-time strategy games ever. The polygon units are smooth, and multiplayer games are awesome. Pisses on *Red Alert*.

**PUBLISHER** GT Interactive • 0171 258 3791**SIMCITY 2000****PCZ #13 • 92%**

★ A classic that deserves its reputation as one of the all-time greats in the strategy world. Build and maintain the city of your dreams and cope with all the problems a real-life Mayor would come up against. It's a lot more fun than it sounds, trust us.

**PUBLISHER** Maxis • 0171 505 1500**THE SENTINEL RETURNS****PCZ #66 • 90%**

★ Twelve years on, the sequel to the 'classic' Amstrad and BBC Micro strategy-fest makes a welcome return. Some may find the gameplay a tad too repetitive, but it's compelling and runs happily on a P133.

**PUBLISHER** Psygnosis • 0151 282 3000**CHAMPIONSHIP MANAGER 97/98****PCZ #57 • 90%**

★ The best football management game ever gets its seasonal update and a few added extras – you can now play a number of leagues simultaneously, and edit the existing stats.

**PUBLISHER** Eidos Interactive • 0181 636 3000**CIVILIZATION II****PCZ #36 • 90%**

★ Explore the world, conquer territories and research new technologies in one of the most successful strategy games ever. It's not that different to the first one, but it merits a '90s update and a place here.

**PUBLISHER** MicroProse • 01454 893893**ALSO CONSIDER****WARLORDS III: DARKLORDS RISING** Broderbund • PCZ #67 • 90%**OPERATIONAL ART OF WAR VOL 1** Empire • PCZ #68 • 92%**COMMANDOS** Eidos Interactive • PCZ #66 • 87%**DUNGEON KEEPER** Electronic Arts • PCZ #53 • 96% **BUDGET****MASTER OF ORION 2** MicroProse • PCZ #45 • 92% **BUDGET****COMMAND & CONQUER: RED ALERT** VIE • PCZ #47 • 94%**CAESAR III** Sierra • PCZ #70 • 92%**M1 TANK PLATOON II** MicroProse • PCZ #63 • 90%**FLIGHT SIMULATION GAMES****FALCON 4.0****PCZ #72 • 95%****NEW ENTRY**

After waiting literally years for this, the wait was worth it. With 3D-accelerated graphics and a dynamic campaign structure, *Falcon 4.0* can fly against the best of them – and win. One of the best flight sims ever seen.

**PUBLISHER** MicroProse • 01454 893893**F-22 TOTAL AIR WAR****PCZ #68 • 95%**

★ This full-price new version of DID's masterpiece is perhaps a bit of a rip-off for anyone who already owns *F-22 ADF*, but those of you looking to buy one of the greatest combat sims of recent years should seriously consider this one.

**PUBLISHER** Ocean/DID • 0161 832 6633**FLIGHT SIM 98****PCZ #55 • 94%**

★ Another year, and yet another flight sim to come from the mighty Microsoft. However, this time, with two new aircraft, a helicopter, hundreds of new airports and hugely impressive 3D acceleration, it's really worth having.

**PUBLISHER** Microsoft • 0345 002000**TEAM APACHE****PCZ #65 • 93%**

★ A highly accessible and detailed chopper combat sim that lets you get on with the fun stuff rather than struggling with systems and an over-complex flight model. A bit vacuous for die-hard prop-heads, but as flight sims go this is one of the most fun to play.

**PUBLISHER** Mindscape • 01444 246333**LONGBOW 2****PCZ #59 • 92%**

★ "Longbow 2 is challenging, beautiful, exciting and fun – if you're 3Dfx'd up," we said in our review. If you don't have any extra graphics hardware, there's only one thing to do – think 'upgrade', 'upgrade' and 'upgrade'. It'll be worth the investment.

**PUBLISHER** Electronic Arts • 01753 549442**JANE'S F-15****PCZ #64 • 92%**

★ A hard-core propeller-head's sim that can stand alongside the awesome *Longbow 2* as one of the most realistic flight sims available. Newbies to the genre might find it a bit overwhelming, but it's worth persevering with.

**PUBLISHER** Electronic Arts • 01753 549442**FLYING CORPS GOLD****PCZ #59 • 92%**

★ Action-packed WWI flight simulation with neat graphics. Some of you may recall *Red Baron* as one of the greatest WWI flight sims ever – this improves on the old classic to become the best PC WWI sim currently available.

**PUBLISHER** Empire Interactive • 0181 343 7337**A-10 CUBA!****PCZ #59 • 90%**

★ Functional graphics for a game that really does capture the imagination, mainly because the plane is an absolute joy to fly. Although it's slightly limited due to a lack of a fully-fledged campaign it's still great fun, as well as being pretty speedy on a modest Pentium.

**PUBLISHER** Activision • 01895 456700**JANE'S WORLD WAR II FIGHTERS****PCZ #72 • 90%****NEW ENTRY**

It's been a fierce dogfight to see who rules the WWII flight sim skies. *Jane's* combines realism with accessibility and ease, and although it doesn't have a dynamic campaign feature its graphics make it a clear winner.

**PUBLISHER** Electronic Arts • 01753 549442**FLIGHT UNLIMITED II****PCZ #60 • 84%**

★ It can't really compete with the behemoth that is *Flight Sim 98*, and as a result is somewhat limited and claustrophobic. However, it does score highly for being more detailed in its smaller area, and much more fun.

**PUBLISHER** Eidos Interactive • 0181 636 3000**ALSO CONSIDER**

★ If a flight sim is good, you can bet it'll stay on the shelves for a long time – hence our recommendation for *Jetfighter III*. Some of the more recent releases worth considering include...

**AIR WARRIOR III** Interactive Magic • PCZ #62 • 80%**F-16 AGGRESSOR** Virgin • PCZ #70 • 92%**COMANCHE GOLD** NovaLogic • PCZ #65 • 87%**F/A-18 KOREA** Empire Interactive • PCZ #61 • 90%



# ON THE CD

Don't sit there gawking at it, chuck the bloody thing in your CD drive and come back here when you get lost

★ WORDS Richie Shoemaker DISKMEISTER Daniel Emery

## HELP!

CD trouble? Don't worry – phone our helpline and sort yourself out, pronto!

**CD-ROM HELP** Phone ABT on 01708 250250 or pczone@abt-net. demon. co.uk Any weekday between 9:30am and 5pm, and Saturday from 10am to 2pm. (Please do not phone the PC ZONE office. Thanks.)

**BEFORE YOU DIAL...** If you are calling either helpline, then please take note of the following points:

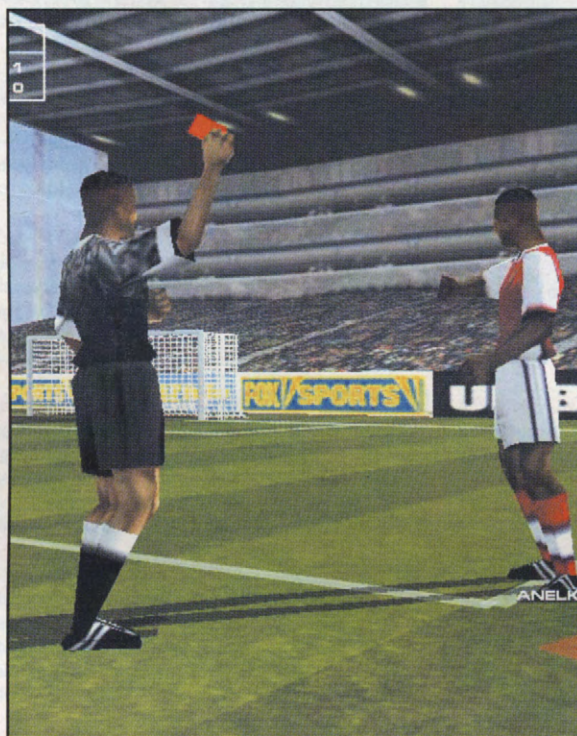
- If possible, have your PC operating and near to the phone when you call.
- If this is not possible, note down all relevant information – ie system type, sound card, RAM etc – plus the nature of the fault.
- Make sure you have a pen and paper to hand when you call to jot down the relevant info.



## DEMOS + SHAREWARE

### MINIMUM SPECIFICATION

- ★ You'll need at least a Pentium 133 with 16Mb RAM to run the software on this month's CD-ROM.
- ★ Many of the programs on our cover CD-ROM are designed to run under Windows 95 and, as a result, some of them may require a Pentium 166 with 32Mb RAM to run satisfactorily. Please note that some games also require a 3D accelerator card to run.
- ★ Use the browser and menu system to see which demos are Windows 95, DOS and 3D accelerator only.



## ACTUA SOCCER 3

Gremlin Interactive

The third in the series brings in more teams, more players and a greatly enhanced control system. It's not quite a FIFA-beater, but it comes close. Try a quick half between Man Utd and Arsenal.

Controls Gamepad/keyboard

### Keyboard 1:

- Numpad 1 Shoot
- Numpad 2 Pass
- Numpad 0 Speed burst
- Numpad 4 Long/slide
- Numpad 6 Cancel/barge
- Numpad 5 Player select
- Numpad 3 Left modifier
- Numpad ENTER Right modifier
- CURSORS Movement

### Keyboard 2:

- C Shoot
- V Pass
- SPACE Speed burst
- D Long/slide
- G Cancel/barge
- F Player select
- B Left modifier
- N Right modifier
- A/Z/backslash/X Movement



### TEST DRIVE 5

Electronic Arts

It's a simple idea: race around a series of courses in a selection of high-performance cars. It's a formula that has changed little since driving games were first created. One day we'll all get bored with the idea. Then again... maybe not. Keyboard users must define their keys before the race.

Controls: Gamepad/  
keyboard/wheel



### ALIENS VS PREDATOR

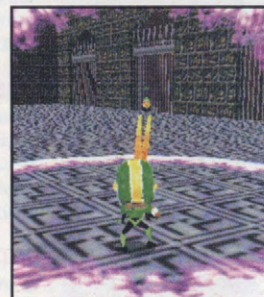
Fox Interactive

Take the role of the stealthy Predator in this devilishly difficult demo, where you have to get through a horde of aliens to take out a squad of marines screaming "game over" around their stricken APC. (See our preview on page 48.)

Controls: Keyboard/mouse

- CURSORS Forward/back/  
strafe left/right
- Numpad 4/6 Turn left/right
- Right ALT Strafe
- A/Z Look up/down
- S Centre view
- Left SHIFT Walk

- Right SHIFT Jump
- SPACE Operate
- I Toggle cloaking
- Q/W Next/previous weapon
- PG UP/PG DOWN Zoom in/down
- L Cycle vision modes



### H.E.D.Z.

Hasbro Interactive

Initially, we didn't think much of H.E.D.Z., but as time went on it kinda grew on us. The fact that it's an original mix of Mario and Quake helped its cause no end. Try it, you'll soon understand what we mean.

- Controls: Keyboard/  
gamepad/mouse
- CURSORS Rotate/forward/  
backwards
- SPACE Jump
- Left CTRL Fire
- A/S Strafe left/right
- X/Z Change head
- B Toggle backpack
- RETURN Confirm  
backpack action
- TAB Camera







## HEAVY GEAR II

### Activision

The first game didn't exactly set the *ZONE* office on fire, mainly due to the fact that it didn't offer anything particularly new, and the short stubby 'mechs' lacked the style of previous *MechWarrior* games. Still, it sold well, hence the sequel.

Controls: Keyboard/  
joystick/mouse

Numpad 6/4	Steer right/left
Numpad 8/2	Forward/back
Numpad 7/9	Sidestep left/right
Numpad +/-	Throttle
Numpad 1/3	Roll left/right
PG DOWN/PG UP	Crouch/stand up
BACKSPACE	Wheels
Numpad ENTER	Jump-jets
LMB	Fire
RMB	Cycle weapons
MOUSE	Targeting
Right SHIFT	Change weapon
G	Throw grenade
T	Target cycle
R	Previous target
E	Nearest enemy
F	Target friendly
Q	Drop marker
Z	Radar zoom
A	Active radar
	config
X	HUD display
	on/off
CAPSLOCK	HUD colour
TAB	Tactical map
F1	General chat
F2	Stats display
	toggle
C	External tracking

ALT (+ cursor keys) Camera tracking  
HOME/END Camera zoom  
in/out  
Console toggle



## BUNGIE IN ONE

### GT Interactive

Everyone's favourite armchair anarchists are back, fresh from 'doing' Hollywood and taking up more leisurely pursuits as they reach their frail dotage. More than your average golf game, here Beavis and Butt-head invite you to try out two holes of their forthcoming game.

Controls: Mouse

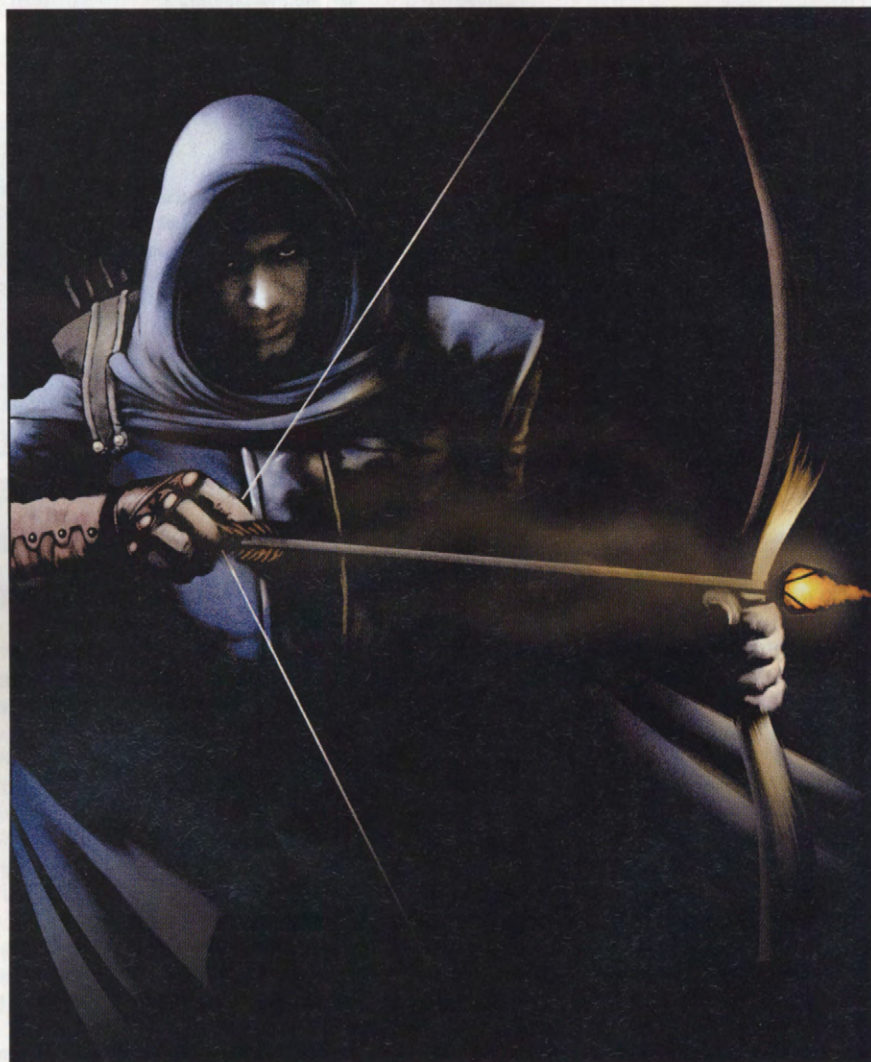


## ROBOSAURS VS THE SPACE BASTARDS

### Smoking Gun Productions

A point-and-click platform game that mixes in elements of *Lemmings* with *Duke Nukem* humour. If that gets your bells ringing, then try out the two tutorial campaigns featured in this demo.

Controls: Mouse



# THIEF: THE DARK PROJECT

Eidos Interactive

Stalk through the shadows, smack medieval security guards on the back of the head and steal stuff from rich people. All in a day's work for *Thief's* Garrett. Remember, kids: this is a game, do not try to re-enact the scenes that you see – not without adult supervision, at least.

Controls: Mouse/keyboard

Numpad 8	Run forward
Numpad 5/2	Walk forward/backward
Numpad 1/3	Slide left/right
Numpad 4/6	Turn left/right
Numpad 7/9	Lean left/right
PG UP/PG DOWN	Look up/down
DEL	Centre view
Numpad ENTER	Crouch toggle
LMB	Attack
RMB	Use item
Numpad - (minus)	Block
SHIFT	Speed toggle
ALT	Slide on

R Drop item

[ / ] Previous/next item

BACKSPACE Clear item

1-9 Select weapon

F1 Healing potion

F2 Breath potion

F3 Holy water

F4/F5 Square/triangle lock-pick

F6 Flashbomb

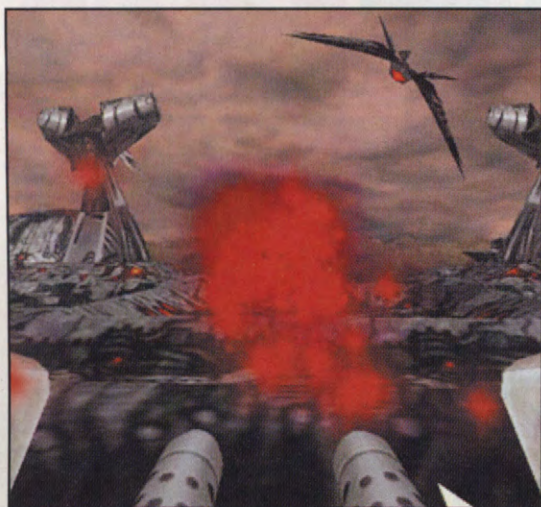
F7 Gas mine

F8 Mine

M Map

0 View objectives





# UPRISING 2

Ubi Soft

It looks like the 3D action/strategy genre is here to stay. The original *Uprising* was the first to mix *C&C*-style resource management with *Quake*-style action, and the sequel looks set to build on its strengths and dispense with its failings.

**Controls:** Mouse/keyboard/joystick

**MOUSE** Up/down/left/right

**LMB** Weapon 1

**RMB** Weapon 2

**W/S** Forward/back

**A/D** Strafe left/right

**SHIFT** Sticky cursor (don't ask!)

**R** Overhead map

**F** Command auto-suggest

**C** Jump to citadel

**SPACE** Speed jets

**TAB** Change tank view

**ESC** Menu

**BACKSPACE** Change HUD display



## ESCAPE: ODT

### Psygnosis

Not the best Lara-a-like we've ever seen, but still a credible action game nonetheless. Choose a beefy character and shoot your way through this demo level, or die trying.

**Controls:** Keyboard

**CURSORS** Rotate/forward/back

**SPACE** Jump

**CONTROL** Fire

**Z** Fire 2

**X** Aim

**RETURN** Inventory

**ALT** Crouch/roll

**SHIFT** Sidestep

**1-5** Choose weapon

**6** Watch spells

**7-0** Use spells



## THE SETTLERS III

### Blue Byte

The full tutorial and one single-player mission from one of the

most eagerly awaited sequels of last year. *Settlers* fans will need little introduction to this game, and might like to know that we'll have a tips special on *Settlers III* next issue, on sale Friday 12 February.

**Controls:** Mouse



## RED BARON 3D

### Sierra

An updated version of the multiplayer demo we ran a few months back. Features a training off-line solo mode for those of you still in the PC dark ages.

**Controls:** Joystick/keyboard

**SPACE** Fire machine-guns

**U** Un-jam guns

**B** Drop bomb

**R** Fire rocket

**1-0** Set throttle

**-/+** Decrease/increase throttle

**ESC** Dialogue box

**TAB** Turn engine on/off

**CURSORS** Pitch and roll

**</?** Rudder left/right

**>** Centre rudder

**BACKSPACE** Start chat message (ENTER to send)

**F1-F11, numpad** Various views

**Numpad 0** Map

**Z/X** Zoom in/out

**N** Next target

**F/E** Next friendly/enemy

**T** Next threat

**L** Next landmark

**SHIFT+A** 'Straight & level' autopilot on

**ALT+A** 'Circling' autopilot on

**A** Autopilot off



## NEWMAN HAAS RACING

### Psygnosis

As well as for his role in *Cool Hand Luke*, Paul Newman is famous for 'inventing' his own salad dressing (available at a shop near you). He also runs a pretty successful Indycar team on which this game is obviously based.

**Controls:** Keyboard

**A/Z** Accelerate/brake/select menu

**options**

**LEFT/RIGHT** Steering



# ADDED EXTRAS

Here's a glimpse at some of the other added extras on the free *PC ZONE* CD this month. There's loads of cheats, a *Quake II* demo and tons more stuff. We are just so good to you...

### Online

Whether you're looking for a new online service provider or some applications to speed up those download times, you'll find what you need here: *Kali95*, *Compuserve v2.67a*, *TimeOnLine v1.10e*, *GetRight v3.2*, *mIRC v5.4* and *Game Spy v2.05*.

### Cheater's heaven

Loads of programs that enable you to cheat your way through your favourite games: *Cheat O Matic*, *Game Wizard 32*, *GameHack*, *UHS Reader* and *Universal Game Editor*.

These programs can be quite tricky to use, so make sure you read the

accompanying readme files.

Check out our tips database in the Editorial section for general game hints and full walkthroughs.

### DirectX 6.0 / 3Dfx Glide drivers

The latest DirectX drivers are required for the latest games. You'll also find the updated runtime library for Voodoo, Voodoo2, PCI and AGP Banshee card owners.

### Essential applications

Save the position of your desktop with *EZDesk* or take screenshots of all the latest 3Dfx cards with *HyperSnap DX*. Other programs that you shouldn't be

without are: *WinZip*, *SciTech Display Doctor* and *Quick View Plus*.

### Extended play

An arsenal of stuff for fans of *Rainbow Six*, including more weapons, skins and new maps. *Age Of Empires* buffs will find new maps for multiplayer games, and for *Star Wars* fans there are a few tools for *X-Wing* Vs *TIE Fighter*.

### Wireplay

Now supporting *Half-Life* (see report on page 150), Wireplay could find itself with a new set of online users. Load up the Client software and try these classics on for size: chess, *MUD 2*, cribbage, draughts and backgammon.

### Championship Manager updates

While we're lucky enough to get our hands on *Championship Manager 3* (see

our review on page 66), you poor souls will have to make do with this unofficial update. Fortunately, we'll be able to give you the *CM3* demo with our next issue, on sale Friday 12 February. Hoorah!

### 3D card special

*Crusher* is a *Quake II* demo that you can use to test the frame rate of your current 3D card, which you can line up against those cards featured in our round-up on page 104. If you haven't got *Quake II*, why not try the *Forsaken* demo instead?

### Competition

**WIN THE JOB OF A LIFETIME!** Elixir Studios need you. If you can come up with a pretty decent game design, then load up this template, fill it with your ideas and send it to us. For full details, check out page 130.





# DESCENT 3

Interplay

What with this and *glDoom* just being released, it seems that the old pre-*Quake* shoot 'em ups are enjoying a bit of a comeback. Who knows, perhaps someone is working on *glWolfenstein*.

<b>Controls:</b> Keyboard/joystick/gamepad/mouse	<b>F2</b> Game options
<b>A/Z</b> Accelerate/reverse	<b>F3</b> Show/hide cockpit
<b>S</b> Afterburner	<b>1</b> Select laser (press twice for super-laser)
<b>CURSORS</b> Turning and pitch	<b>2</b> Gauss cannon
<b>CONTROL</b> Fire weapon 1	<b>3</b> Napalm cannon
<b>SPACE</b> Fire weapon 2	<b>6</b> Select concussion missile (press twice for frag rocket)
<b>F</b> Flare	<b>7</b> Homing missile
<b>H</b> Headlight	<b>ENTER</b> Drop gunboat counter-measure
<b>TAB</b> Autopilot	<b>-/+</b> Screen size
<b>Q/E</b> Bank left/right	<b>ALT</b> Slide
<b>Numpad 7/9</b> Slide left/right	<b>Shift+F1/F2</b> Rear-view HUD
<b>Numpad +/-</b> Slide up/down	
<b>F1</b> Help screen	



## PATCHES

And don't miss out on all the new patches which have just been released

BLOOD II: THE CHOSEN v1.01  
 CARMAGEDDON II v1.1 (UK Release)  
 DELTA FORCE revision B (US Version)  
 F-16 FIGHTING FALCON (Voodoo Banshee fix)  
 HALF-LIFE v1.0.0.6  
 KINGS QUEST VIII: MASK OF ETERNITY v1.0.0.1  
 KLINGON: HONOUR GUARD v1.1  
 MONACO GRAND PRIX 2 RACING v1.02 (Direct3D patch and the Voodoo patch)  
 MONSTER TRUCK MADNESS 2 v2.42  
 NHL HOCKEY '99 v1.0  
 QUAKE II v3.20 (Final patch)  
 RAILROAD TYCOON II v1.02 (European release)  
 RAINBOW SIX v1.04  
 SETTLERS III v1.23  
 SHOGO: MOBILE ARMOR DIVISION v2.0  
 SIN v1.01  
 TOMB RAIDER III  
 ULTIMATE SOCCER MANAGER 98 v1.011  
 WARHAMMER 40,000: CHAOS GATE v1.1  
 WARLORDS III: DARKLORDS RISING v1.02 (UK release)



# FIFA 99

EA Sports

If you've read this month's Supertest on page 94, you should be in no doubt as to which is the best footie game of the moment. Luckily, you can do your own supertest by playing this against *Actua Soccer 3*. If you don't agree with us, tough.

**Controls:** Keyboard/  
gamepad (highly  
recommended)

### PLAYER WITH BALL POSSESSION

**CURSORS** Movement

**S** Pass

**D** Shoot

**W** Sprint

**A** Lob

**Q** Evade tackle

**CTRL or CTRL + S** Shimmy to left

**ALT or ALT + S** Shimmy to right

**CTRL (x2) or CTRL + D**

360-degree spin  
to left

**ALT (x2) or ALT + D** 360-degree spin  
to right

**ALT + A** Lob ball from  
behind

**CTRL + CURSORS** Various fakes

**ALT + E** Double stepover

**CTRL + A** Rainbow kick

**CTRL + Q or ALT + Q** Dive

**CTRL + E** Step over  
nutmeg

**Z** Back wingers  
move up

**X** Centre forward  
move up

**SPACE** Change IGM

### PLAYER WITHOUT BALL POSSESSION

**CURSORS** Movement

**D** Tackle

**A** Sliding tackle

**Q** Intentional foul

**W** Sprint

**ALT** Activate manual  
goalie

**C** Offside trap

**V** Attack pressure

**SPACE** Change IGM

### BALL IN AIR

**CURSORS** Movement

**D** Powerful header  
to goal

**S/A** Low/high header  
pass

**D (x2)** Power kick to  
goal

**S (x2)/A (x2)** Low/high special  
kick pass

**Q** Intentional foul

**W** Sprint

**ALT** Activate manual  
goalie

**SPACE** Change IGM

### OUT OF PLAY

**CURSORS** Move target/  
arrow

**ALT/CONTROL** Curve to right/left

**W** Change kick  
mode

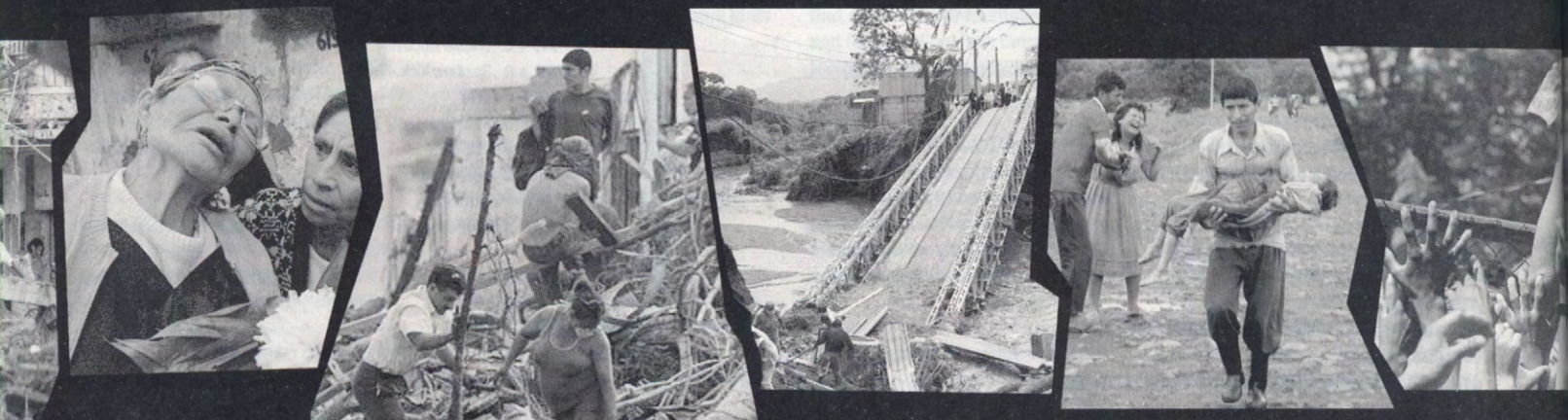
**D/S/A** Shoot

**SPACE** Change IGM





**SHE HAS TWO THINGS LEFT  
TO CLING TO. ONE IS HER**





When the picture was taken, this Honduran girl had just survived the largest natural disaster to hit Central America this century. A mudslide wiped out her home in the Tegucigalpa hills. In a state of shock, she clings to her pet dog - she also clings to the hope that someone, somewhere will help.

**The hurricane is over, the relief effort is just beginning.**

The disaster may have happened in November, but the need for outside aid is more pressing as time goes by. The hurricane caused immense short-term damage, but the long-term effects could be catastrophic.

The fields are decimated and left infertile. Bridges and roads have been swept aside and access to some regions is extremely difficult. Ironically, though much of the country has been flooded, there is little

uncontaminated water to drink. The risk of cholera and typhus is always there, and could reach epidemic proportions.

The people of Central America are resilient and resourceful, but they do need our help to put the basic infrastructure in place so that they can start to re-build their lives.

**Don't let her down - please give what you can.**

11,000 people are feared dead, many more are missing and millions are homeless. This advertising space itself has been donated by the magazine, so please donate what you can. There are so many people in Central America clinging to the hope that you will.

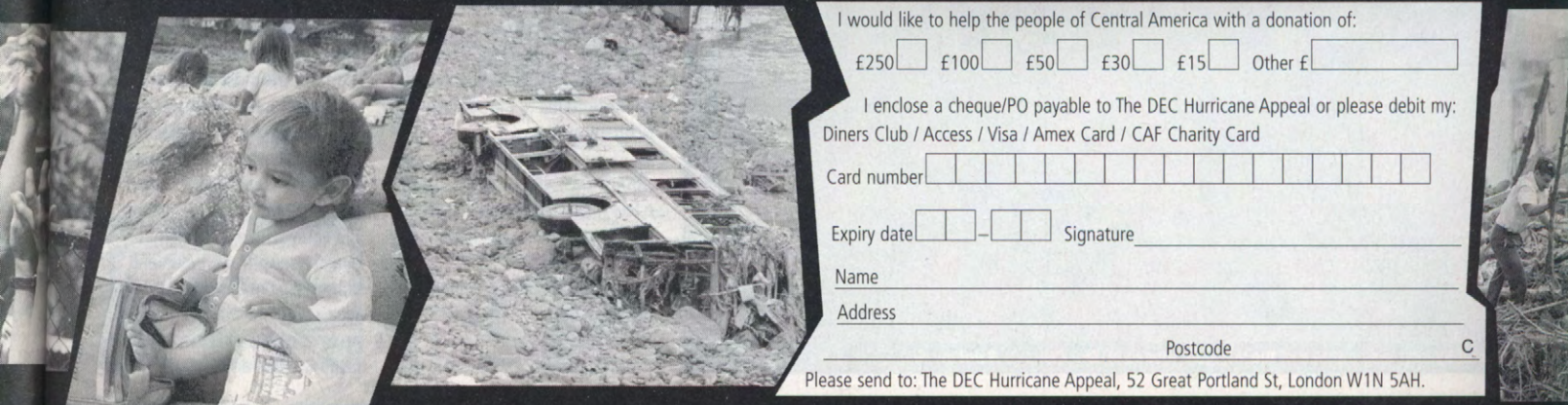
**For Credit Card donations please call  
0870 60 60 900**

## CENTRAL AMERICA HURRICANE APPEAL

Coordinated by the Disasters Emergency Committee representing ActionAid, British Red Cross, CAFOD, CARE, Christian Aid, CCF, MERLIN, OXFAM, Save the Children, Tearfund and World Vision.

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# PET DOG, THE OTHER IS THE HOPE THAT YOU'LL HELP.



I would like to help the people of Central America with a donation of:

£250 ☐ £100 ☐ £50 ☐ £30 ☐ £15 ☐ Other £

I enclose a cheque/PO payable to The DEC Hurricane Appeal or please debit my:  
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Card number

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Please send to: The DEC Hurricane Appeal, 52 Great Portland St, London W1N 5AH.



# EXTENDED PLAY



Big guns and violent missions for *Rainbow Six*, a whole bunch of multiplayer scenarios for *Age Of Empires*, and some brill tools to help you piss about with *X-Wing Vs TIE Fighter*. Just dandy!

✱ WORDS Phil Wand

## TRY IT YOURSELF

**ON THE CD** On this month's cover CD we've got all the official patches, bug fixes, utilities and map editors we could find, including all the ones mentioned in these pages. To track them down, use the CD browser to go to the Patches section. All the patches are listed with a brief description and any relevant documentation. Make sure you read any associated README files for information on how to install individual patches. For further help, turn to our CD pages, starting on page 142.

“4 on 1 is a well-designed *AOE* map that requires you to go on countless arse-kicking missions. If you can find five players, this is the one to play”

## RAINBOW SIX

✱ Maps, skins and guns for Tom Clancy's strategic action game



**ON THE CD** Although *Rainbow Six* (PCZ #69, 89%) isn't actually a bad game, it does have a small number of flaws. Firstly, some of the 'action' involves a lot of, well, inaction. Rushing around buildings, lurking in the shadows and playing soldier sardines isn't most people's idea of a fun time. So many mods alter the mission briefings and have you dashing into the open with an AK-47, coughing death from under your right shoulder. Secondly, it's all very American. Therefore, to give things a more global feel, some of the mods add Euro issue weapons and new uniforms.

A quick word of warning, though: some of these add-ons could – but probably won't – be detrimental to your original installation. If you start to see abnormal behaviour, resort to a backup. If you still have problems, reinstall from your *Rainbow Six*

CD. Scared? You big girl.

The following maps are for single-player action only

✱ **WACO-STYLE TAKEOVER** (*KORESH.ZIP*) is a mod for Mission 4, Operation Sun Devil. The mod is that the hostages no longer matter, and the idea is to waste everyone you see.

✱ **TERRORIST FOR A DAY** (*TERRORIST.ZIP*) puts you inside a US embassy with the job of killing all the employees. Nice. A mission briefing is included with the mod.

✱ **OPERATION COLD TURKEY** (*COLDTURKEY.ZIP*) replaces Mission 2, Cold Thunder. You've been assigned the task of eliminating Hutu rebels in the Congo. Recommended.

✱ **OPERATION YELLOW BELLY** (*KILLERESTATE.ZIP*) requires that you kill all the terrorists, return to the extraction zone and suffer no casualties. Essentially it's a 'slaughter everything' update of Mission 11.

✱ **OPERATION WIND TUNNEL** (*WINDTUNNEL.ZIP*) is a Mission 8 overwrite where you have to wipe out some Algerian aircraft

## LINKS TO COOL STUFF ON THE NET

Most of the stuff we feature in Extended Play comes from a dedicated band of game geeks out on the Web. Pay their pages a visit and be nice to them

**Rainbow Six** [www.geocities.com/Pentagon/Quarters/9208/](http://www.geocities.com/Pentagon/Quarters/9208/)

**Red Storm's Rainbow Six Site** [www.redstorm.com/rainbow\\_six/](http://www.redstorm.com/rainbow_six/)

**X-Wing Vs TIE Fighter** <http://zone.simplenet.com/xvt/>

**LucasArts' X-Wing Vs TIE Site** [www.lucasarts.com/static/xvt/xvtframes2.htm](http://www.lucasarts.com/static/xvt/xvtframes2.htm)

**Age Of Empires** <http://age.gamesmania.com/>

**Microsoft's Age Of Empires Site** [www.microsoft.com/games/age2/](http://www.microsoft.com/games/age2/)

hijackers. The only downside is that you have to rescue French people. Sick.

The following maps are for multiplayer action only. You should find that only the host machine (ie the server) needs the mods installed for everyone to benefit. Do check with the individual readme files, as installation instructions vary

✱ **MAPS OF MOTION** (*MOMVER1.ZIP*) are heavily modified maps that have been tweaked to provide a new set of challenges. Suck 'em and see.

✱ **TRAITOR RETRIEVAL** (*TRVER1.ZIP*) involves grabbing a traitorous female and dragging her back (yes, yes, you can kill her if you must) to your base.

✱ **VIPER'S LEVEL PACK** (*VIPER20.ZIP*) adds four modified levels, one converted level and two new multiplayer game types – Kill The Hostage and Deactivate The Bomb. Recommended.

✱ **NIXMAPS** (*NIXMAPS.ZIP*) adds a whole bunch of new mods and a new multiplayer game type – Stronghold 2, where two players have to be in the enemy base in order to win.

✱ **NIXMAPS TWO** (*NIXMAPS2.ZIP*) is additions and enhancements to the popular Nixmaps series.

✱ **R6 ACTION MAP PACK** (*R6ACTIONMAPS11.ZIP*) includes a few map mods and skin mods designed specifically for intense action. Worth a look.

The following files are skin modifications

✱ **COUNTERSKIN** (*COUNTERSKIN2.ZIP*) enables you

to look like the enemy team (ie terrorists) in multiplayer games.

✱ **FBI SKIN** (*FBISKIN.zip*) changes your appearance by giving you a cap with white FBI lettering on the back and on the brim. Quite good, actually.

✱ **HOSTAGE SKIN PATCH** (*HOSTAGEPATCH.ZIP*) makes all the good guys look like hostages. Quite a giggle – for about 30 seconds.

✱ **INSOMNIA X SKINS** (*IX\_SKINMOD\_V1.ZIP*) helps to differentiate between the good guys and bad guys by making them identifiable through colour.

✱ **ULTIMATE SKIN MOD** (*ULTIMATESKINS.ZIP*) enables you to pick from no fewer than 22 different skins including Anne Lang, African hostages and Hutu rebels. Recommended.

The following files are weapons modifications

✱ **BEAN 2-5** (*BEAN2-5.EXE*) is an absolute must for all *Rainbow Six* owners, incorporating 26 new primary weapons and 11 new secondary weapons. Familiar names – well, familiar to gun nutters and rednecks – include the Ingram MAC-11 (compact 9mm SMG), Walther WA2000 (perhaps the most accurate sniper rifle in the world), and M134 Minigun (six-barrelled monstrosity).

✱ **BF ARSENAL** (*BF\_ARSENAL\_210.ZIP*) makes the game a little less American and changes the US woodland camouflage to German Flecktartype, complete with insignia and armour. It also adds the standard issue German army infantry



Corporal Spanky tries out one of the 'big gun' modes in Tom Clancy's *Rainbow Six*.



weapons and the new standard issue sidearms.

#### ★ SNIPER & GUNS

(GUNS30.ZIP) is a mod that adds 15 new weapons including various Heckler and Kochs, Berettas and Ingrams, as well as the Uzi and the ubiquitous AK-47.

★ **MACH MOD** (MACH1\_02.ZIP) is much like the BF Arsenal mod in that it updates the game to include more European weapons and ammunition. The guy who wrote the patch claims to have dug up the relevant information from *Jane's Guns Recognition Guide*.

#### ★ MACH MOD

(M79\_MACHADDON.ZIP) is an M79 Grenade Launcher add-on for the Mach Mod.

#### ★ NATO MOD (NATO\_V110.ZIP)

is the Net's most popular *Rainbow Six* download. It adds a total of 57 weapons, adds new multiplayer and co-operative missions, and adds new replacement sounds for multiplayer. It even includes its own installer and uninstaller. Recommended.

#### ★ NATO EXPANSION

(NATOTROOPS.ZIP) is another Nato-based add-on, featuring new primary and secondary weapons. Also included are military uniforms from Germany, the UK and the USA.

★ **PEL'S MOD** (PELSMOD335.ZIP) includes new primary and secondary weapons such as the French Famas assault rifle and the Robar SR60-SD Bolt Action sniper rifle.

#### ★ SNIPER GUNS MOD

(SNIPER\_GUNS3.ZIP) adds 15 new rifles, including the Beretta M951Rsd pistol and Franchi SPAS 15 assault shotgun.

★ **SOCOM MOD** (SOCOM10.ZIP) adds a stonking 108 new guns, and includes its own install and uninstall utilities. Worth a look.

## X-WING VS TIE FIGHTER

### ★ Tools and tweaks for the Star Wars simulator

A handful of *X-Wing Vs TIE Fighter* utilities for you this month. As always, remember to back up your original files, as all these little tools change what you've already got. If you're after some new missions, don't cancel your subscription just yet – we'll deal

with those in our next issue (on sale Friday 12 February).

#### ★ X-WING VS TIE FIGHTER MISSION CREATOR

(XVTC10E.ZIP) enables you to change and create new missions, and to edit every aspect of the mission itself. Includes Windows help file.

### “Bean 2-5 is an absolute must for all *Rainbow Six* owners”

★ **XvTEd** (XVTEd9\_6.ZIP) is another mission editor, and reckoned by many to be the best. It enables you to change pretty much every aspect of missions from within a neat graphical interface. Recommended.

#### ★ MIDNIGHT EDITOR

(MEXWTIE2.ZIP) is a savegame

editor that enables you to delve inside your *X-Wing Vs TIE Fighter* player files and change your rating, awards, missions and various other statistics relevant to your game standing.

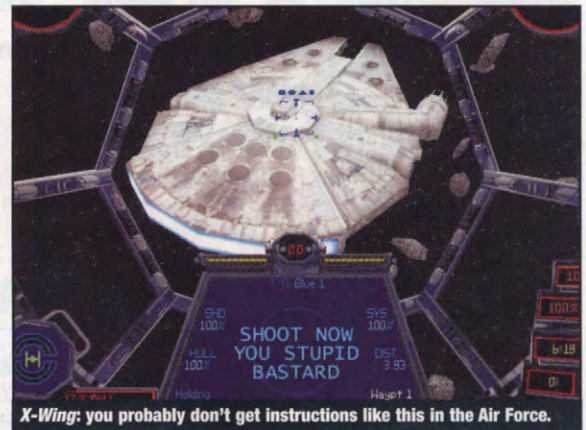
★ **PILOT EDITOR** (MEXWTIE2.ZIP) is another savegame editor, with much the same functionality as

Midnight. The only difference is that it's DOS-based, so if you have some strange aversion to graphical user interfaces, this is your kiddie.

★ **NAME EDITOR** (XVTNAME.ZIP) is a very simple but highly useful editor that enables you to change pilot names and descriptive titles.

★ **SHIP EDITOR** (SHPEDIT.ZIP) is a useful little tool, used to change the attributes of ships in the game. This includes missile capacity, hull rating, acceleration

and so on. The author suggests that you refrain from altering data on the capital-size vessels, and that you restore your original files before trying multiplayer. [M]



X-Wing: you probably don't get instructions like this in the Air Force.

## AGE OF EMPIRES

### ★ New scenarios for one of the most popular games ever

With the arrival of the *Rise Of Rome* expansion pack (PCZ #72, 83%), Microsoft's classic *Age Of Empires* is back at the head of the Top 10 sellers again. All in all, it's been in the charts for a staggering 53 weeks, netting Mr Gates another small fortune. Anyway, we thought it was about time we dug out some new multiplayer scenarios for the game. And here they are.



The following files are two-player scenarios

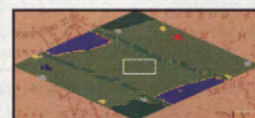
★ **ANCIENT DECENDANTS** (AD.ZIP) requires that you capture all four ruins, four artefacts, and both discoveries. Beware of the overly aggressive computer player.



★ **BOUNDRIES** (BOUNDRIES.ZIP) lasts a long time, mainly due to the fact there's an abundance of resources, and that the players are separated by natural barriers.



★ **ELEVATION** (ELEVATION.ZIP) has a large elevated area on both sides of the map. The idea here is to storm the opposite hill. Good fun and recommended.



★ **GAUNTLET** (GAUNTLET.ZIP) has loads of resources but a distinct lack of time in which to get things done. Geography could be described as a little on the dull side.



★ **MOUNTAIN MAZE** (MOUNTAIN.ZIP) is a labyrinth of paths, hills and cliffs. Well-designed and worth a look.



The following files are scenarios for three or more players

★ **3 WAY STRUGGLE** (3WAYSTRUGGLE.ZIP) starts out with all three players separated from one another. Look out for resources on the small islands and central area. The biggest navy wins the day. Recommended.



★ **4 ON 1** (4ON1.ZIP) is a well-designed map that again requires you to build up your naval forces and go on countless arse-kicking missions. If you can find five players, this is the one to play.

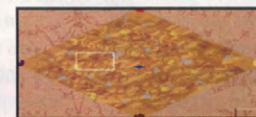


★ **CAPTURE THE RUIN** (CAPTURETHERUIN.ZIP) involves two teams of two players going up against the computer. Bring the artefact to the ruins and you win.



#### ★ CROSS THE ALPS

(CROSSTHEALPS.ZIP) flies best with four players, although three worked fine for us. Go for the central oasis and fend off the others.



★ **DARK TIDES** (DARKTIDES.ZIP) has limited resources and is certainly one for those who like to think of themselves as strategists. Your objective is to kill everything or capture the ruin.



★ **EUROPE** (EUROPE.ZIP) is a monster map, and is suitable for anything from two to eight players. The idea is to conquer Europe while playing as either Norway, Denmark, Sweden, Germany, Britain, Ireland, Poland or Finland. Recommended.

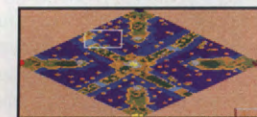


★ **FORTIFICATION** (FORTIFICATION.ZIP) sees you starting off next to walls and guard towers, helping stop those early rush attacks. Aimed at beginners to *Age* multiplayer.



#### ★ ISLAND HOPPING

(ISLAND.ZIP) starts you off on a small island base, with the objective of sailing to the central island where most of the resources are. Good fun with four players.



★ **LAND AND SEA** (LANDANDSEA.ZIP) has an abundance of resources, and much of the stone and gold is close to the player start positions. The author suggests assembling three teams of two players each. We could only muster two teams of two, but that was fun enough.

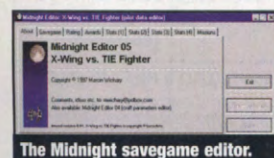


#### ★ THE NEW EMPIRE

(NEWEMPIRE.ZIP) includes various interesting features such as a waterfall, a lion den and an oasis. Best with five players, but two will do.



★ **PAVILION OF THE GODS** (PAVILION.ZIP) is a thoughtfully crafted scenario with a storyline and great terrain layout. It takes a long time, but it's worth it. Recommended.



The Midnight savegame editor.





**Wireplay**

The games network from BT

# NEWSWIRE

This month's hottest news on Wireplay, the UK's number one online gaming network

★ WIRED Warren Christmas

## ZONE ON WIREPLAY #1

**ACTUA SOCCER 3, 26 NOVEMBER 1998**

**The PC ZONE posse enter a tournament for the launch of Gremlin's latest footie game. And, er, lose**

Imagine, if you can, a team of slightly overweight, tab-smoking games journalists taking on, say, Arsenal at Wembley and coming away with a win. It's never going to happen, is it?

But what about the other way round? What about footballers taking on journos at games? Surely they've got better things to do than sit around mastering the intricacies of 'silly' computer games, haven't they? They couldn't beat the cream of the UK's gaming press, could they? Er, well, actually they might.

Playing via the Wireplay network from locations in London (where some bloke called Alan Shearer briefly graced us with his presence), Exeter and Bath, 32 players competed in the *Actua Soccer 3* Worthalot Cup in late November, held to mark the launch of the new game.

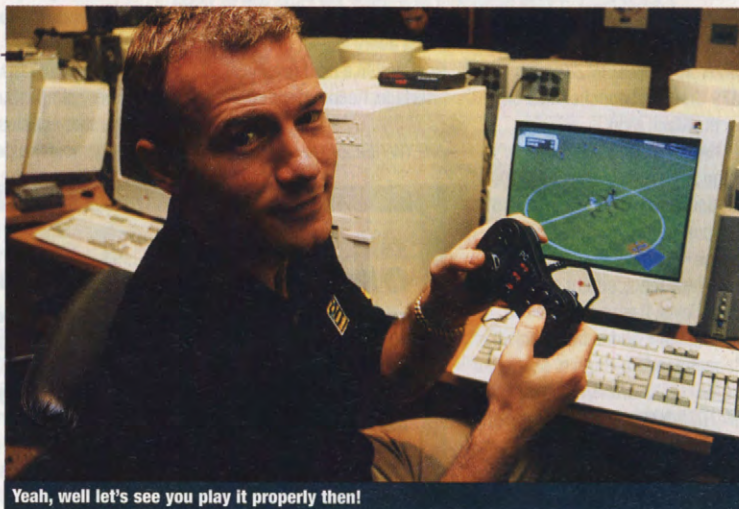
Most of the competitors were full-time journalists, with a couple of wild cards in the form of up-and-coming (read: shit hot) Sunderland striker Michael Bridges and Gus Hurdle (ex-Brentford, now part-time with Basingstoke).

First shock of the night was yours truly (playing as

Brighton & Hove Albion) beating ZONE's Jeremy Wells (Holland) who, as regular PC ZONE readers may recall, won the last Wireplay-based *Actua Soccer* tournament in May. But that was as good as it got for me – a 2-0 defeat and a goal-less draw saw me go out in the group stages on goal difference.

It was a similar story for ZONE's third representative, Steve Hill (Chester City), who went out after two defeats and a draw. Jeremy, meanwhile, got through the second round, and then to the quarter finals, where he eventually went out 2-1 in a close tie with Michael Bridges.

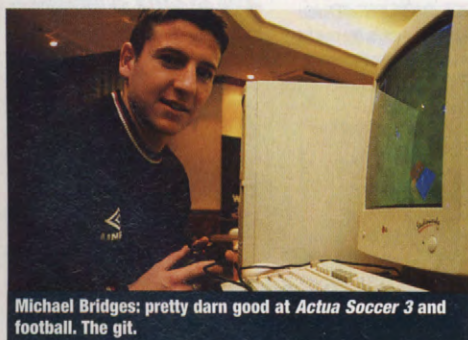
And the final? Yep, you guessed it, it was between the two footballers, Bridges and Hurdle, with the latter coming from behind to win 2-1 in extra time. Still, three days later 20-year-old Bridges scored two goals in front of over



Yeah, well let's see you play it properly then!

30,000 fans as Sunderland thrashed Sheffield United 4-0 in the *real* game. Some consolation. Mind you, I bet he's shite at *Quake*...

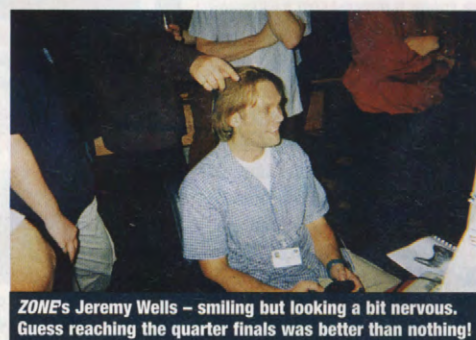
★ *Actua Soccer 3* (PCZ #72, 89%) was due to go live on Wireplay in late December. See the Wireplay website ([www.wireplay.co.uk](http://www.wireplay.co.uk)) for details.



Michael Bridges: pretty darn good at *Actua Soccer 3* and football. The git.



Everyone seems surprisingly relaxed as they prepare to try and thrash their opponents' teams.



ZONE's Jeremy Wells – smiling but looking a bit nervous. Guess reaching the quarter finals was better than nothing!

### FROM THE WIRES

★ Wireplay have unveiled a new service called Play Games Now!, which allows gamers to play chess, bridge or backgammon (with more to follow) against players from anywhere in the world via a standard web browser. Launched on 17 December with the help of world chess champion Garry Kasparov, Play Games Now! is free to use and open to non-Wireplay subscribers. You'll find it at Wireplay's website ([www.wireplay.co.uk](http://www.wireplay.co.uk)).

★ Wireplay's recent tie-up with BT Internet is expected to increase the traffic on the online gaming service dramatically over the coming months. All 170,000 of BT's Plan Unlimited and Internet Highway customers now have a free subscription to Wireplay, which gives Wireplay a theoretical user base of some 250,000! Following the announcement of the deal, over 3000 gamers downloaded the client software from the Wireplay website in one week alone. Gulp.

★ Got nothing to do on Friday night? Fancy playing *JEDI KNIGHT: MYSTERIES OF THE SITH* rather than, say, going down the pub or clubbing? Ahem. Well, there's now a *MOTS* tournament on Wireplay, held each week at 8pm. For further details contact Lobo ([colin.campbell@lineone.net](mailto:colin.campbell@lineone.net)), or pay a visit to his website at <http://website.lineone.net/~colin.campbell/>.

★ *QUAKE II* regular P ([tristan.temple@dial.pipex.com](mailto:tristan.temple@dial.pipex.com)) has set up a new website for those interested in designing maps for the game. You'll find the Wireplay Map Maker's Guild at [www.bomb.net/wmg/](http://www.bomb.net/wmg/).

★ Got, er, nothing to do on Saturday night? The Wireplay *AGE OF EMPIRES* club is now running co-operative tournaments each week at 8.30pm. For more information email Terra98 ([mkterra@globalnet.co.uk](mailto:mkterra@globalnet.co.uk)), or visit his website at [www.users.globalnet.co.uk/~mkterra/](http://www.users.globalnet.co.uk/~mkterra/). Be warned though, there's some pretty scary pictures up there.

★ The addition of several new games to Wireplay's roster over the last month or two has seen the introduction of new clubs and tournaments for players of *COLIN MCRAE RALLY* (details at [www.wireplay.co.uk/html/stories/041298cmr.htm](http://www.wireplay.co.uk/html/stories/041298cmr.htm)), *POPULOUS: THE BEGINNING* (<http://ourworld.compuserve.com/homepages/tjcarter/>) and *MOTOCROSS MADNESS* ([www.wireplay.co.uk/html/stories/301198motoclub.htm](http://www.wireplay.co.uk/html/stories/301198motoclub.htm)).

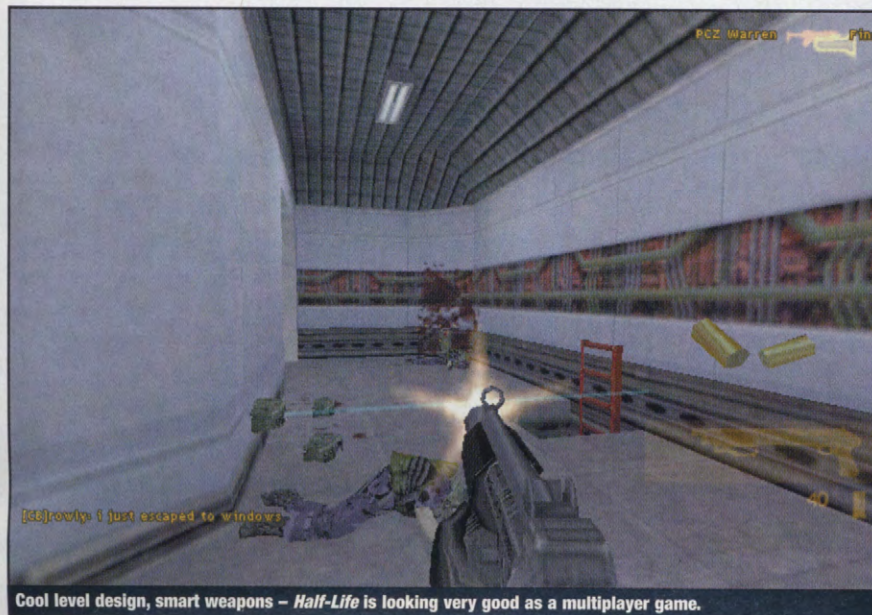
★ Wireplay's over-worked *QUAKE II* servers were updated to use version 3.20 of the game at the beginning of December, although you can still use the previous version (3.19). Remember that upgrades to supported software are always available from the Downloads section of Wireplay's website.

★ Wireplay have set up individual message boards on their website for *QUAKE*, *QUAKE II*, *HALF-LIFE*, *UNREAL*, general stuff, tech talk and more besides. Anyone wanting tips on playing the games, setting up and so on, would be well advised to check out the relevant boards. Just follow the links from [www.wireplay.co.uk](http://www.wireplay.co.uk).



# ZONE ON WIREPLAY #2

## HALF-LIFE, 10 DECEMBER 1998



**Half-Life is the hottest single-player of the moment, but is it any good as a multiplayer game?**

It's arguably the best first-person perspective game since *Doom* and, for many, it was by far the best PC release of 1998 – but how does *Half-Life* (PCZ #71, 95%) stand up as an online game?

Very well, we reckon. For starters, the levels are imaginatively designed and – importantly – well-varied, with cool features such as rail cars, conveyor belts and trampolines. And then there's the diverse mix of close- and long-range weapons – essentially the best from *Duke Nukem 3D*, *Quake II* and everything in between. The key point, however, is arguably the locational damage feature (shoot an opponent in the head for maximum damage), which, combined with the varied arsenal, encourages tactics and ultimately rewards skilful players. Oh, and that crunch sound when you hit someone with the crowbar is just great.

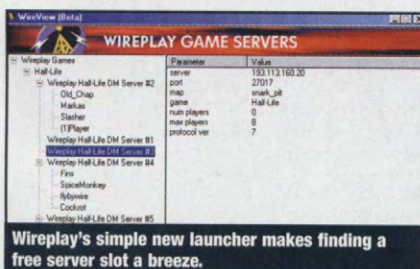
We tried *Half-Life* on Wireplay on the day they installed six servers dedicated to the game (there'll almost certainly be more by the time you read this). It was also the day they introduced *WireView* – a quick, simple game-browsing launcher program which is downloaded and installed automatically when you log onto Wireplay (the same program will eventually be used by Wireplay for games such as *Quake II* and *Unreal*). Wireplay currently supports a maximum of eight players on each *Half-Life* server (in theory, the game should support up to 32, but we'll believe that when we see it).

The award for the best name of the night went to

Cockrot, but the best player we saw was [CB]Rowly (aka Ben Rowlands, a 17-year-old student) who seems, well, a little obsessed by the game.

"Multiplayer *Half-Life* had me hooked from the start," he told us. "So much so that whenever I stop playing, it's all I can think of and it's all I wanna be doing." [CB]Rowly disliked the hornet gun ("it requires no skill whatsoever"), but his only real criticism of the game was the lag. Indeed, while it's definitely superior to playing on American-based servers and by no means unplayable, performance on Wireplay was, in all honesty, a tad poor, with typical ping times of over 200ms. But we can expect this to improve, with revisions of the game from developer Valve and, no doubt, tweaks at Wireplay's end. It's perhaps a little early to call *Half-Life* a classic multiplayer game (Unless you've got a LAN – Ed); the true test will be to see whether everyone is still playing it in six months' time. Chances are, they probably will be.

The game already has a huge following on the Internet, with fan sites popping up everywhere ([www.half-life.org.com](http://www.half-life.org.com) is currently the best), not to mention dozens of new maps, skins, spray decals and so on, available to download. Tantalisingly, there's also a couple of total conversions due from the people behind the *Quake* TC's *Action Quake* (details at <http://action.telefragged.com>) and *Team Fortress* ([www.tf2.com/](http://www.tf2.com/)). Yep, *Half-Life* looks like it's here to stay. And, at least until *Quake Arena* arrives, this is likely to be the game most of us here at ZONE will be playing online. Watch out for more reports, multiplayer tips and some special reader challenges in future issues. Oh, and watch out for our crowbar, too.



Wireplay's simple new launcher makes finding a free server slot a breeze.

player	kills / deaths	ping
PCZ Warren	12 / 10	255
[CB]rowly	11 / 5	263
Fins	10 / 10	290
Ace [DS]	8 / 10	242
Cockrot	5 / 7	252
marc	3 / 9	268

Just to prove that Warren is that crap at games... Note the high ping times, though.

## WIREPLAY CHARTS



### EARLY DECEMBER 1998

There was no change in the Wireplay charts at the time of going to press, although it has only been a few weeks since the last set of figures. Perhaps somewhat predictably, we expect *Half-Life* to go in at number three (or possibly number two) within a month or so, with many of the other top new games very likely to figure as well. Watch this space...

### GAME WORLDS CHANNEL

- 1 Quake II
- 2 Quake
- 3 Air Attack
- 4 MUD II
- 5 Unreal

### RAPID PLAY CHANNEL

- 1 MUD II
- 2 Age Of Empires
- 3 Duke Nukem 3D
- 4 C&C: Red Alert
- 5 Total Annihilation

### MIND GAMES CHANNEL

- 1 Bridge
- 2 Poker
- 3 Draughts
- 4 Chess
- 5 Backgammon

## WHAT IS WIREPLAY?



### IT'S A GAMES NETWORK

Wireplay is a multiplayer games network from BT which enables you to meet and compete with other gamers from all over the UK. All the software you need to start up is available on a free CD which you can get by calling freephone 0800 800918. Alternatively, you can download the files direct from [www.wireplay.com/uk/downloads](http://www.wireplay.com/uk/downloads).

### 2 WAYS 2 PAY

There are two ways of paying for your time using the service. The Pay-As-You-Play option costs 2.5p a minute off-peak and 6p a minute during peak hours. Frequent users can use the subscription service. This costs £9.95 a month or £99.50 a year, and local call rate charges apply at all times.

## WIREPLAY GAMES

We're pretty sure that Wireplay now supports over 100 games, but we're losing count, to be honest. The end of 1998 saw many top-rated titles (all awarded 80%+ scores in PC ZONE) added to the roster, including *Actua Soccer 3*, *Age Of Empires: Rise Of Rome*, *Colin McRae Rally*, *Half-Life*, *Motocross Madness*, *Populous: The Beginning*, *Settlers III* and *Wargasm*. Go check 'em out.

- ★ Actua Golf 2
- ★ Actua Soccer 3 – NEW!!!
- ★ Age Of Empires (inc trial version)
- ★ Age Of Empires: Rise Of Rome (inc demo) – NEW!!!
- ★ Air Attack
- ★ Armored Fist 2
- ★ Big Red Racing (inc Wireplay Edition)
- ★ Colin McRae Rally – NEW!!!
- ★ Comanche 3
- ★ Command & Conquer
- ★ Descent 2
- ★ Doom (v 1.9)/Doom II/Ultimate Doom
- ★ Duke Nukem 3D
- ★ EF2000: Wireplay Edition
- ★ Extreme Assault
- ★ F-22 ADF
- ★ F-22 Total Air War
- ★ F/A-18 Korea
- ★ Final Liberation
- ★ Flight Sim 98
- ★ Formula Karts
- ★ Forsaken (inc demo)
- ★ Fragile Allegiance
- ★ G-Nome
- ★ Half-Life – NEW!!!
- ★ Incubation
- ★ Jedi Knight (inc MOTS)
- ★ Legal Crime – NEW!!!
- ★ Monster Truck Madness 2
- ★ Motocross Madness (inc trial) – NEW!!!
- ★ MUD II
- ★ NASCAR Racing 2
- ★ Netmeh (MechWarrior II)
- ★ Plane Crazy
- ★ Populous: The Beginning (inc demo) – NEW!!!
- ★ Quake/Quake II
- ★ Red Alert (inc Counterstrike/Aftermath)
- ★ Settlers III – NEW!!!
- ★ Shadow Warrior (inc shareware)
- ★ Sid Meier's Gettysburg
- ★ Star Wars Supremacy
- ★ Terminal Velocity
- ★ Total Annihilation
- ★ Unreal
- ★ Uprising
- ★ Various card and board games
- ★ Virtual Pool 2
- ★ Virtual Snooker
- ★ WarCraft 2 (inc demo)
- ★ Wargasm (inc demo) – NEW!!!
- ★ Warhammer: Dark Omen



Wireplay  
The games network from BT



February issue



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# DEATHMATCH



So, which would you prefer – a post-apocalyptic battle to survive against hideous mutoids with badly-dyed mohicans, or watching your lower intestine swimming lazily in the toilet bowl?

★ **BUGGERY** Charlie Brooker

## MILLENNIUM BUG VS STOMACH BUG

### WHEN WILL IT HAPPEN?

00:00hrs, January 1, 2000.

Three to 18 hours after consuming cheap kebab/prawn curry/handful of dogshit/strange foreign pastry thing (delete where applicable).

### WHAT DOES IT DO?

Makes your computer think it's the dawn of the Industrial Revolution instead of the death of the technological one. PCs will get to 1999 and then flip – doh – back to 1900. Every computer in the world may go mental – in nuclear missile bunkers, electricity stations, and 24-hour garages.

Turns your stomach into a washing machine full of bile. Your anus emits puréed faecal matter and eye-stinging gases that smell akin to someone with bad teeth eating a scotch egg in a morgue (on a hot day). You retch until your inverted stomach is flapping against your acid-burned tonsils.

### HOW CAN YOU PREVENT IT?

Two possibilities: get your computer checked for Y2K compatibility, or take to the woods with just a few spears and an abacus, dressed in a loincloth, a pair of espadrilles and your granny's old fox fur.

Wash your hands. Wash the hands of those serving you in the restaurant. Wash the hands of the cook. Wash everything. Keep it clean. Kill every microbe. Cleanse. Purify. Burn. *Burn. BURN!*

### HOW CAN YOU STOP IT ONCE YOU'VE GOT IT?

The effects of the millennium bug will ripple across the world's time zones like a tidal wave. Best thing to do is to get in a high-speed jet and stay one step ahead. And plan to land on a distant island.

Sew up your mouth with wire. Seal your nostrils with wax. Point arse at very large receptacle. Send out for supplies of bog roll and reading material. Weather storm for four to eight hours.

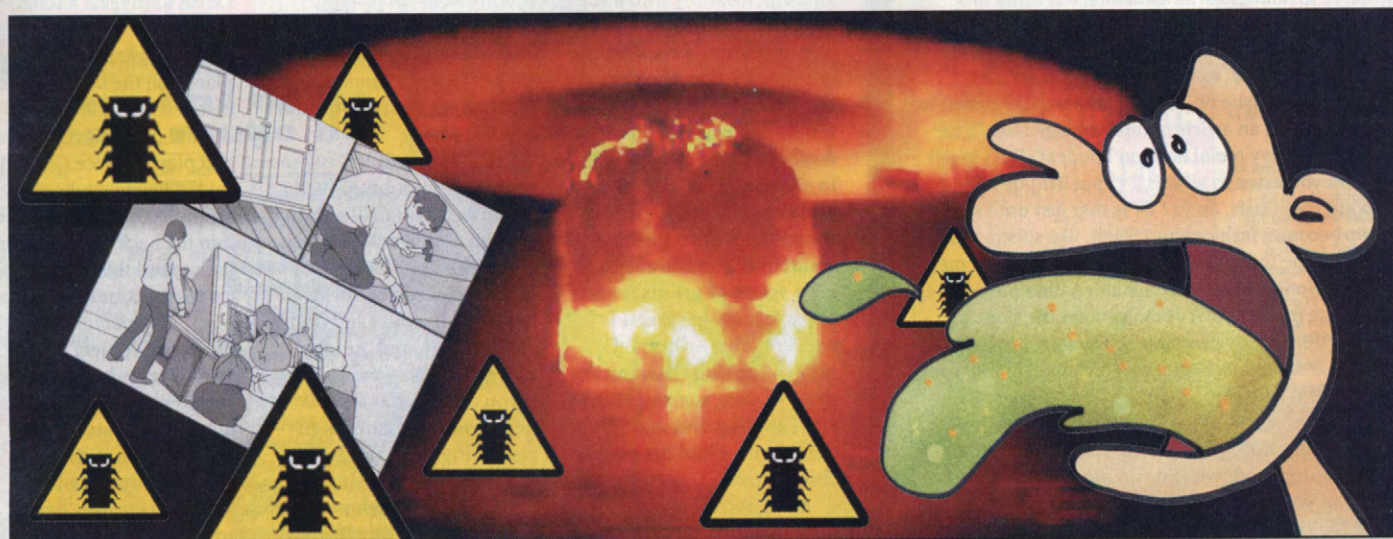
### WHAT IS THE AFTERMATH?

Post-apocalyptic nightmare world in which hordes of punks and people with piercings scour the desert in makeshift jalopies, shooting people with crossbows and building huge metal shanty towns. Like Doncaster.

Ringpiece like a hot coin. Stomach like a walnut. Misanthropy. Fear. Visions of committing homicide at local restaurant. Neighbours calling the police/gas board because there's a funny smell.

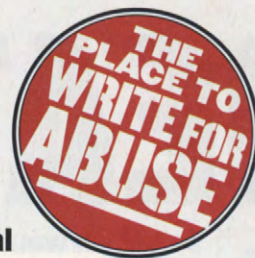
### WHICH IS WORSE?

Stomach bug – by far. Who cares about nuclear apocalypse when you've hacked up all your organs and just spat out your own anus like an olive?





# SICKNOTES



And still... they come. You're still sending in your abusive tirades, whimsical meanderings and schemes for wiping out the stupid. And we're still picking them apart in a snide and obnoxious manner. But that's life

★ SNEERING UNPLEASANTLY Charlie Brooker

## SICK NOTES WANTS YOUR LETTERS

Sick Notes wants your letters! We want your suggestions on how best to ensnare and discomfort the UK's biggest fools (see last month). We want you to design a game (see the month before that). We want your suggestions for the world's worst bands (see *Loser Of The Month* below). And we want to know which are the biggest shithole towns in the country.

WRITE TO Sick Notes, PC ZONE, Dennis Publishing, 19 Boslover Street, London W1P 7HJ

EMAIL letters.pczone@dennis.co.uk

With the subject heading 'Sick Notes'

## KILL THE STUPID, PART 1

How about this for a two-point plan to weed out the genuinely stupid:

**1** We stand outside newsagents and shoot anyone leaving the premises with a copy of *The Sun*. Okay, so this is tough on the paperboys and girls who deliver the things, but hey, rules are rules.  
**2** We stand outside polling booths and ask people if they voted Tory. If they say yes, again extermination is in order. After all, it's one thing actually voting for them, but it takes a completely different level of stupidity to actually own up to it. Of course, 99 per cent of them will have been weeded out by point one, so this shouldn't be too difficult an operation.

Arron Hawke

★ Reading *The Sun* is like smoking and wanking (but

not like doing both at the same time): it's indisputably bad for you, but shockingly addictive nonetheless.

Years ago I started working in a shop just after leaving polytechnic. As a former Media Studies student (yes, I know), I'd got into the habit of ploughing through both *The Sun* and *The Guardian* every day during my lunch break. Gradually, however, *The Sun* started winning

I swing from bars and I masturbate. But at least I don't read the *Daily Mail*.

## KILL THE STUPID, PART 2

I totally agree with your campaign to kill all stupid people. Please can the following groups be added to your death list?

**1** People who appear in the audience of *Gladiators* – I wonder if they would continue their mindless whooping while having their

to become an incredibly evil but wildly popular dictator. Ever since then, every single one of his televisual mannerisms – from his wide-eyed grin to those zany little 'flourishes' he does with his hands – has been infected by an air of morbid intimidation. Well, for me at any rate.

## HARK AT MISTER ACERBIC

Great mag. Much fun. All that adult humour and macho shenanigans. I've started turning to Sick Notes first these days. It used to be the games awarded Classic status. It's so funny. Insult the consumer, great idea. Pompous whining shits that we are, we deserve it. We keep you in work and you treat us like the fetid little arses that we all hope we'll grow up to be. Great.

Peachfuzz

★ Nice use of the word 'shenanigans', but apart from that, twirl it up your dick eye, you bitter little twat.

## KILL THE STUPID, PART 3

I wish to suggest a solution to the stupid menace. We create a big airtight shed that can be placed on the back of an ice-cream truck, then drive it around promising tasty treats and playing Spice Girls hits from a big megaphone. Stupid people will be lured into the back and locked in. Perhaps all this could be paid for with a Lottery grant.

'V Badabushkin', Bolney

★ On the subject of Lotteries and wiping out stupid people, why don't we just impregnate all the entry tickets with some kind of contact poison? Sure, the corpses would stink up the streets, but hey – no more queuing down the newsagents. [E]

**"I live in a zoo and I eat bananas and I swing from bars and I masturbate. But at least I don't read the *Daily Mail*"**

out. I'd scan-read the doomy headlines of *The Guardian* first, all the time worrying about what was going with Fergie or Michael Barrymore or the cast of *Emmerdale* or whoever else was kicking off in Moron Land. Then I'd dispense with the po-faced broadsheet and slide lovingly into the garish, jolly, hate-mongering tabloid like a bloated pig sinking blissfully into a tin bath full of horse shit.

But regularly reading the cretin rags shrivels the intellect quicker than a hammer blow to the temples. I began speaking in short, clipped sentences and thinking stubby, basic thoughts. Before long I could only communicate via a series of grunts, snorts and eyebrow gestures. I walked like a primate. I jumped up and down on the roofs of cars, tearing at the vinyl coating and mangling the aerials. I had become a chimpanzee.

And now? I have my tabloid delivered daily by a nice man in a truck. I live in a zoo and I eat bananas and

skulls bashed in with a car jack.

**2** Anyone who listens to the Zoe Ball breakfast show – truly a show for those who have trouble tying their own shoelaces.

**3** Maureen Rees off *Driving School* – a role model for all stupid people. This woman failed her written driving test, for god's sake. Sample question: Does alcohol a) improve driving skill, or b) reduce driving skill.

**4** 'Wacky' TV chef Ainsley Harriot – enough said?

Jamie Collings

★ With regard to your four points:

**1** No, they wouldn't continue whooping. Well, not unless you drilled holes in their skulls and played them like ocarinas.

**2** Zoe Ball can be forgiven anything because her dad is Johnny Ball, and Johnny Ball can do no wrong. Sorry if you disagree, but we never said this campaign was going to be run fairly.

**3** Can we stretch this to include anyone who appears in any 'docu-soap'?

**4** I recently had a dream in which Ainsley Harriot rose

## LOSER OF THE MONTH

You can be a loser and also a winner – of £50

(This month's Loser Of The Month cheated blatantly by admitting to being an Iron Maiden fan, and therefore couldn't fail. However, in future such an admission will result in disqualification.)

## DAUGHTER TO THE SLAUGHTER

I just got the Xmas issue of *PC ZONE* and was disgusted to read on page 23, in an article about *Carmageddon II*, the words "woeful heavy metal act Iron Maiden". F\*\*\* YOU!

I suppose you listen to all this f\*\*king Britpop shite that's about. Like Oasis, do ya? Or is that just until some other crap becomes fashionable? Then, like sheep, you'll listen to the same thing as everyone else. You sicken me, you pathetic clones. At least Iron Maiden have enough brains to write music which doesn't sound the same as everything else. My advice is to listen to some *real* music. You'll have a f\*\*king heart attack. Which will do everyone else in the world a favour.

Rob M

★ Tell you what, Rob, we'll print a full apology if you send us a photo which we can run alongside it. How about one of you standing around wearing your favourite Maiden T-shirt and looking really hard. Oh, and when we say 'hard' we mean 'tough', not 'aroused'. Best make that clear from the outset.



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